

NAVAL POSTGRADUATE SCHOOL Monterey, California



THESIS

EFFECT OF FIBER DIAMETER ON THE RELIABILITY
OF COMPOSITES — AUTOMATED LASER
DIFFRACTION IMPLEMENTATION

by

Jeffrey Scott Kunkel

December 1987

Thesis Advisor:

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Effect of Fiber Diameter on the Reliability of Composites — Automated Laser Diffraction Implementation

by

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ABSTRACT

Composite failures are microscopically sequential and locally redundant. As a result, a composite structure reliability and its strength dependency on geometric size is intimately dependent on the statistics of fiber filament strength. A composite reliability model is needed to utilize such inherent materials redundancy in structural design. This investigation first establishes the important role of fiber diameter measurement in the characterization of fiber filament strength statistics and the composite reliability function, and second, implements the diameter measurement by laser diffraction. This method is automated and lends itself to industrial adoption for materials development, acceptance and quality control.

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TABLE OF SYMBOLS

A	amplitude of a diffraction pattern at a point P
Ai	amplitude of a single point light source
Ao	amplitude at the center of a diffraction pattern
bn	ratio of $J_n(\alpha) / H_n^{(2)}(\alpha)$
d	distance between two point sources of light
Df	diameter of a fiber
Ds	diameter of a slit
I/In	relative intensity of a diffraction pattern at a point P
$H_n^{(2)}(\alpha)$	Hankel functions of the second kind of order n
$J_n(\alpha)$	Bessel functions of the first kind of order n
Ko	constant for a specified λ
K1,K2	constants for a specified n
m	index of refraction for a fiber
n	number of a diffraction pattern minimum as indexed from the center of the pattern
P	a point far from a slit or a fiber
P_{f}	probability of failure
Rn, Sn	simplified coefficients for computing I / Io
S	distance from fiber or slit to the plane of the diffraction pattern
W	statistical distribution
x	distance in the plane of a diffraction pattern from the center of the pattern to a specified point
X	distance between the two MicronEyes™
$Y_n(\alpha)$	Bessel functions of the second kind of order n
α	Weibull shape parameter
β	Weibull scale parameter

- δ path difference between two point sources of light
- γ phase difference between two point sources of light
- Γ phase difference between two point sources of light that are Ds / 2 apart

- λ wavelength of light
- μ Gaussian mean
- Φ phase difterence between the edges of a slit
- σ Gaussian standard deviation
- θ scattering angle

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I. <u>INTRODUCTION</u>

Over the past decade, the advent of composite materials has radically altered the field of structural design. Where the designer previously had a finite number of materials with which to build, an infinite number of choices are now available. Where design deficiencies previously could only be corrected by modifying the geometry of a structure, adjusting the material of the structure may now correct the problem. Where peculiar loading or stability problems previously resulted in massive, overdesigned structures, the technology now exists to design light and efficient ones. In short, the ability to design a material to meet precise specifications has unshackled the designer from previous conventional limitations and provided much greater flexibility.

The capability to design the material for an application does not come without some costs. The ability to exploit the directional characteristics of composite materials also requires that many more variables be optimized during the design phase of a project. The manufacturing process is much more complex, and structural repair requires different approaches. The failure mechanisms of composite materials are microscopically sequential, and reliability, life, and strength estimates for complicated structures are difficult to predict. Finally, structures can be very expensive to construct, frequently precluding extensive destructive testing.

Composite failures are microscopically sequential and locally redundant. In order to utilize microscopic redundancy of composites in structural design, a realistic reliability model is needed. The chain-of-bundles model [Refs. 1 and 2] relates fiber filament failure (which is serial) to composite failure (which is

locally parallel). With this model, if statistical parameters for the fiber filaments are accurately known, the statistical strength parameters for the composite can be determined. With the composite statistical strength model, the composite reliability dependency on the structural dimensional size and service stress level can be quantified.

Traditionally, the statistical strength parameters for fibers are measured in terms of failure loads. This investigation first focused on the importance of accounting for the diameter variations in the statistical characterization of fibers. An analysis of the stochastic interaction of the randomness in failure load and in fiber diameter demonstrated the importance of fiber diameter measurement in the resulting composite reliability characterization. Second, the implementation of such diameter measurements was accomplished by an automated, highly accurate process involving the computer digitization and processing of a laser diffraction pattern from a single fiber, which is presented and discussed.

II. BACKGROUND

Structural design of composite material structures uses the concept of stress, or force per area, as a method of parameters reduction. Loads can be measured very precisely, but accurately measuring the diameters of the fibers that typically make up a composite ply is difficult. Fibers frequently have diameters on the order of $10 \, \mu m$, or approximately ten times finer than a human hair.

To date, it has been common to use an average diameter for calculations. However, extreme value parameters such as strength, life, and ultimate stress are more correctly described by a statistical distribution of values. As a result, paradoxically, structural design and analysis are based on stress; where s the materials parameters (strength) input into the analysis are based on force. This inconsistency may lead to erroneous and perhaps nonconservative designs. For example, the statistical parameters for fiber strength (mean, variability) in terms of stress may change when the statistical scatter in fiber diameter is accounted for. If the statistical distribution of the diameter of the fibers could be used in calculations instead of the averaged values, important parameters such as life, strength, and stress could be modeled much more accurately than is currently possible.

A. LIFE

Service lives of composite material structures are frequently measured in large time units of mean life, such as thousands or millions of years. Large mean lives is a consequence of large life variability, which is typically three decades or more. A large mean life in millions of years is needed to assure

high reliable life in tens of years. Since the fibers for many high performance composites have been synthesized only recently, no service experiences are available. Obviously, it is impractical to establish a statistical distribution of life expectancy in real time, so a suitable method of time acceleration needs to be established. Typically, the stress or strength of a specimen is related to the life of the specimen, where high strength is indicative of long life and low strength is indicative of short life. Phoenix and Wu [Ref. 3] showed that the level of stress used for life measurement is critical and that a very small change in stress may change the life estimate by an order of magnitude or more. Knowing the diameter of the fibers in a composite materials is thus crucial if accurate life estimates are desired.

B. RELIABILITY

Reliability is the probability that a structure will <u>not</u> fail. Usually, reliability is expressed in terms of failure stress or life expectancy. For small structures, a statistical distribution of failures can be experimentally obtained, an appropriate curve fit to the data, and reliability can be quantified. However, with large structures, statistics through destructive testing is cost prohibitive.

One method of quantifying the reliability of large structures involves a sequence of probabilistic mathematical models. First, a relationship between a single fiber and a single composite ply (many fibers) is postulated. Similarly, a relationship between a single ply and a large structure can be established. In this way, the distribution of characteristic parameters for single fibers can be extrapolated to enormous structures and probabilistic reliability estimates can be made to useful precision. Again, because stress is dependent on the cross sectional area, or diameter, of the fiber, accurate diameter estimates are necessary. [Refs. 4-6]

III. DIAMETER AS A STOCHASTIC VARIABLE

The structural design process typically uses stress, strain, and their combination, strength, as primary variables. Strictly speaking, strength parameters in terms of loads should not be used in stress analysis without accounting for the probabilistic interaction of the random variables. Strain is directly observable when tensile failure load is measured. However, because stress cannot be measured directly, laboratory analyses must measure force and area and calculate the stress using an equation (stress equals force divided by area). If the cross sectional area is a deterministic (rather than stochastic, or random) variable, the statistical strength based on stress and that based on load will differ only by a constant. If the cross sectional area is not deterministic, there will be a nonlinear relationship between stress and load distributions.

A. OBSERVATION BY COMPUTER SIMULATION

Appendix A is a discussion of the analytical interaction of the random variables failure load, cross sectional area, and failure stress. Here, computer simulation is used to illustrate the characteristic relationship between these variables. For a given set of fiber samples, both the failure loads and the cross sectional areas will have a statistically distributed range of values. On the physical grounds that a filament fails by the weakest link process, a two parameter Weibull distribution [Ref. 7] can be used to model the failure loads. The appropriate distribution function to best model the diameters of the fibers will vary with the manufacturing process. It may be argued that drawn fibers will have an upper bound diameter limited by the oriface. Other factors that may affect the diameter of the fibers include the rate of extrusion, the ambient

temperature, the viscosity of the fiber material, and the handling and loading of the fibers after fabrication. Rational modeling of the distribution for fiber diameters to account for these effects are outside the realm of this investigation. For illustration herein, a truncated normal distribution (diameter always positive) was used to represent the range of diameter values.

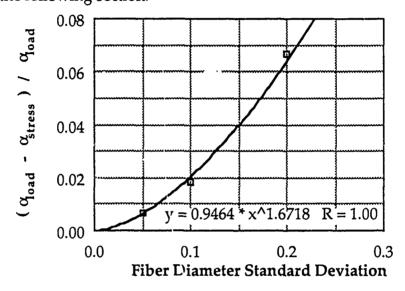
A series of computer simulation experiments was conducted to simulate independent distributions of fiber diameter and fiber failure load using truncated normal and Weibull distributions respectively. Standard deviations for the fiber diameter distribution of 5%, 10%, and 20% were used. The stress was calculated for each sample and Weibull parameters were determined for the stress distributions [Ref. 8: pp. 426-7]. Table 1 summarizes the results of the simulations. The shape parameter α for stress was always less than that for load, and the magnitude of the difference between the two values was a function of the standard deviation of the fiber diameter distribution. Figure 1 illustrates the apparent relationship observed via numerical simulation between fiber diameter standard deviation and the change in the shape parameter α .

TABLE 1. RESULTS OF COMPUTER SIMULATION

Std Dev. of Diameter, σ	α_{load}	α_{stress}	$(\alpha_{load} \cdot \alpha_{stress})/(\alpha_{load})$
0.05	4.979	4.946	0.0066
0.10	4.947	4.855	0.0185
0.20	5.033	4.496	0.0670

The shape parameter of the Weibull distribution is approximately inversely

proportional to the variability. The physical consequences of characterizing failure strength by load (i.e., not accounting for diameter variation) is an underestimate of the variability of the intrinsic strength. That is, the strength variability measured by load is lower than the actual strength variability measured by stress (accounting for diameter variation). The effect of such error in the shape parameter estimate on the reliability of a large structure is discussed in the following section.



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Figure 1. Effect of Fiber Diameter Standard Deviation on Shape Parameter α

B. ESTIMATING BOUNDS FOR RELIABILITY

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Substantial amounts of research have been published on the subject of estimation of composite material reliability from the statistical properties of fiber strength. Phoenix and Smith [Ref. 5] summarized the work of Harlow and Phoenix [Refs. 1, 2, 9-11] and others and provided three methods of estimating the strength of fibrous composite materials using a chain-of-bundles model with local load-sharing between adjacent fibers. One of these results is used in this investigation; it estimated the composite statistical strength distribution W(x) with

$$W(x) = \min F^{[k]}(x), \qquad x \ge 0; \ k = 1, 2, 3, \dots$$
 (1)

where

$$F^{[k]}(x) = 1 - \exp\{-d_k(x/\beta)^{k\alpha}\}, \quad x \ge 0$$
 (2)

$$d_k = d_k(\alpha) = 2^{(k-1)} (K_1 K_2 ... K_{k-1})^{\alpha}$$
 (3)

$$K_r = 1 + r / 2,$$
 $r = 1, 2, 3, ...$ (4)

[Ref. 5]

k=1 is the condition that when one filament fails, the entire structure fails; the representation of a single filament. Therefore, given the statistical representation of a single filament, i.e., $F^{[1]}(x)$, the probability of composite failure can be estimated from W(x) by using Equation 1.

The relationship between the single fiber strength distribution $F^{[1]}(x)$ and the composite structure distribution W(x) is illustrated in Figure 2 (in Weibull probability coordinates). Three important relations are observed.

- (1) The composite distribution is no longer linear in the Weibull probability space (i.e., the composite failure is no longer serial).
- (2) The slope (shape parameter) of the fiber strength distribution controls the slope of the composite distribution at the upper tail.

(3) Small changes in the upper tail slope leads to amplified "rotation" of the lower tail slope.

The third observation is of greatest structural importance. The reliability of Figure 2 is normalized for the physical dimension of the interface ineffective length (approximately 10 Df or 50 μ m). The equivalent size for a rocket motor case (measured in this scale) is on the order of 10^{25} . That is, the portion of the function W(x) which controls the reliability of large structures is around $P_f = 10^{-25}$. There, operating at small values of (x / β) or, equivalently, with large structures, will necessitate accurate estimates of α if accurate distributions W(x) are required.

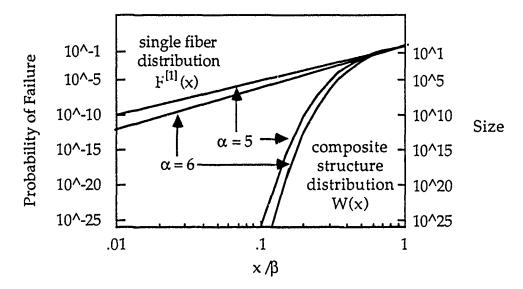


Figure 2. Sensitivity of Composite Material Reliability to Shape Parameter α

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C. EFFECT OF THE DIAMETER DISTRIBUTION ON RELIABILITY

The stress distribution based on the results of the computer simulation for a 20% standard deviation in fiber diameter is plotted in Figure 3. Clearly, the use of a stochastic diameter variable rather than a deterministic one changes the value of (x / β) for a given structure size and desired reliability. If the standard deviation of the diameter of the fibers used to build a structure with fibrous composite materials was 20%, the structure would be potentially unsafe, because at a given structural load (x / β) the probability of failure predicted using the inappropriate parameter, load, is in fact lower.

Hence, it is numerically demonstrated that ignoring the statistical variation in fiber diameter can lead to an erroneous shape parameter slope based on load, which in turn "rotates" the upper tail slope of the composite distribution, causing a nonconservative error in the lower tail. Because the lower tail is divergent, as the structure becomes larger, the error introduced by the ignoring the fiber diameter becomes more severe.

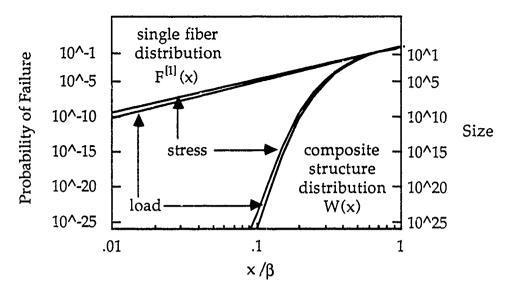


Figure 3. Reliability Estimate for a Fiber Diameter Standard Deviation of 20%

IV. DIAMETER MEASUREMENT

Several methods of measuring the diameters of very small fibers are available. Each method has advantages and disadvantages. With the goal of transferring fiber diameter measurement from the laboratory to quantify assurance in materials and manufacturing, this thesis work advocates the use of an automated approach using laser diffraction.

A. METHODS AVAILABLE

Measuring the diameter of a fiber that is on the order of 10 μ m requires careful consideration. Some methods that provide precise results may damage the specimen, thus trivializing the measurement process.

1. Optical Microscope

The optical microscope is fast, simple, inexpensive, is commonly available, and can produce precise results. However, it requires direct human manipulation and interpretation, has limited resolution, and can be fatiguing for the operator if large numbers of measurements are to be made.

2. <u>Electron Microscope</u>

The electron microscope produces very precise results, has excellent resolution, is less dependent on operator skill, and is not fatiguing for the operator. However, the equipment is very expensive, is not commonly available, and the process requires precreating the samples with a conductive coating that may alter the strength of the sample.

3. Photoconductive Cell

Previous thesis research by Bennett [Ref. 12] demonstrated that locating the minimums of a diffraction pattern using a photoconductive cell

and applying these minimums to the classic Fraunhofer diffraction pattern theory (see Appendix B) yielded reasonable results. The method has the advantages of being nondestructive to the sample and of using inexpensive equipment. However, the precision of the measurement is dependent on the skill of the operator, the process is tedious, and some postprocessing calculation is required.

B. AUTOMATED APPROACH USING LASER DIFFRACTION

The diffraction theory for a slit and for a fiber are discussed in detail in Appendix B. These theories have been applied together with some inexpensive equipment to produce an automated system for measuring the diameter of a fiber to within 1% in less than 30 seconds.

1. Hardware

The following pieces of equipment were used in the automated diameter measuring system.

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a. MicronEyeTM

Each MicronEyeTM system consists of a IS32 OpticRAM chip mounted behind a camera lens and connected to a computer interface device. Briefly, the IS32 OpticRAM chip is a conventional computer memory chip with its protective cover removed, exposing its rectangular array of light sensitive pixels. These pixels can be interfaced with a computer. The specific technical data for the IS32 OpticRAM, the heart of the MicronEyeTM system, is contained in Reference 13. The horizontal resolution is better than 9 μm per pixel, and the chip is sensitive to light with wavelengths up to near the ultraviolet range. Two MicronEyeTM systems were used.

b. MacintoshTM Computer

The Macintosh™ computer was selected for its high resolution

graphics canability, its ease of interface with the MicronEyeTM, its ease of use by the operator, its speed of calculation, and its ability to handle a large number of significant digits during calculations.

c. Helium-Neon Laser

A low power 1 mW Helium-Neon laser was used as a collimated light source. The wavelength of a Helium-Neon laser is 0.6328 µm.

d. Digital Caliper

A digital caliper was used to measure the distance between the two MicronEyesTM. The caliper was able to measure distances within 0.01 mm.

2. Software

The Macintosh™ application CALIPER was written as part of this thesis research. The source code is contained in Appendix C. The programming language C was chosen because of its powerful graphics capabilities and because of its speed of execution on the Macintosh™.

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3. Equipment Setup

Figure 4 is a schematic diagram of the system. The laser, fiber support stand, and MicronEyesTM were all mounted on a stiff table using rigid rails. The MicronEyesTM were mounted to tables on the rails that had integral micrometers for precise adjustment. The MicronEyesTM were connected to the MacintoshTM computer dia interface devices. The digital caliper was mounted to the MicronEyeTM supports. The fibers were mounted to cardboard holders that were in turn clamped in a support stand. The support stand was mounted to a table on the rails that had micrometers to allow precise adjustment in the directions parallel and perpendicular to the laser beam. Figure 5 shows how a fiber was mounted for measurement.

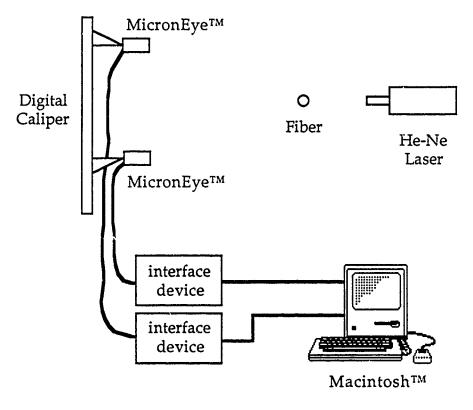


Figure 4. Schematic of an Automated Diameter Measuring System

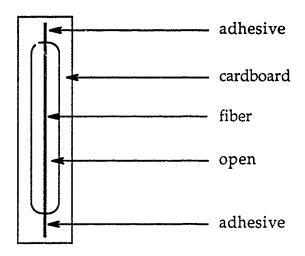


Figure 5. Mounting a Fiber Sample for Measurement

4. Procedure

A cardboard mounted fiber was placed in the support stand and the stand was adjusted to place the fiber in the center of the laser beam. The MicronEyesTM were then centered on diffraction pattern minimums symmetrically about the centerline of the laser beam. The system geometry was input to the CALIPER program by the operator at the beginning of program execution and after any movement of the components. Typically, once the equipment was positioned, many fibers with similar diameters could be measured without requiring readjustment of the equipment.

Exposure times were adjusted until distinct minimums were located on the MacintoshTM screen for both MicronEyesTM (one diffraction pattern at a time). Figure 6 shows the desired display for one image. Again, once the exposure settings were determined for one fiber, they were applicable for all fibers with similar diameters.

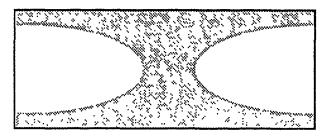


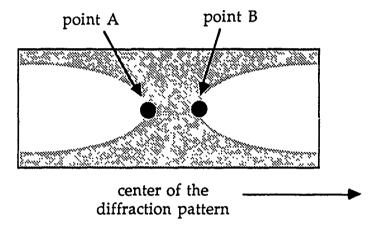
Figure 6. Centering Diffraction Minimums

After all data had been entered and all equipment adjusted, the program would digitize the diffraction patterns, process them, and report the diameter of the fiber by three methods: using just the left-hand MicronEyeTM, using just the right-hand MicronEyeTM, and using an average of the two results.

5. Computer Algorithm

If the minimums of the diffraction pattern of a fiber could be accurately located and measured, then the methods outlined in Appendix B could be applied and the diameter recovered with very high precision and accuracy. However, to locate these minimums exactly would require many exposures, and each exposure would require interaction with the operator. A faster and only slightly less accurate method uses only one exposure per MicronEyeTM.

It is known that the minimum lies between points A and B on the diffraction pattern shown in Figure 7. The minimum is very close to half way



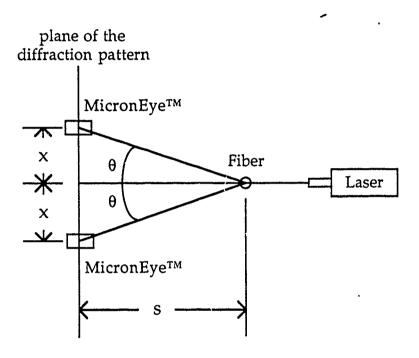
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Figure 7. Approximating the Diffraction Pattern Minimum

between points A and B. If the diameter is calculated under the assumption that the minimum is located at point A, the result will be too small. If the diameter is calculated using point B as the minimum, the result will be too large. If the results are averaged, the result is very close to the actual diameter. Computer simulation using this method resulted in errors of less than 0.1%

6. Finding the Center of the Diffraction Pattern

The methods of Appendix B require the scattering angle θ to be known. The only practical method of measuring this angle is by measuring the distance s from the fiber to the plane of the MicronEyesTM and the distance x from the centerline of the pattern to the point where the angle is desired to be known. Figure 8 illustrates this geometry.



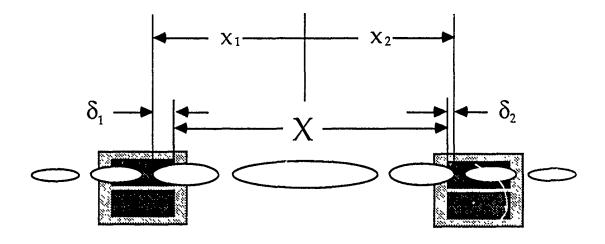
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Figure 8. System Geometry

Small variations in the distance s will be negligible if s is chosen large with respect to x. However, small variations in x will be significant. Two MicronEyesTM were used to improve the resolution of the measurement of the distance x. Figure 9 shows how using two MicronEyesTM can locate the diffraction pattern center automatically, thereby reducing the error in measuring the distance x.

Storch [Ref. 14] advocated optimizing the geometry of Figure 8 to yield two diffraction pattern minimums per MicronEyeTM. This approach was not used for several reasons. First, an automatic diffraction pattern centering



$$x_1 + x_2 = X + \delta_1 + \delta_2$$
note that
$$x_1 \neq X / 2 + \delta_1$$

$$x_2 \neq X / 2 + \delta_2$$

Figure 9. Locating the Center of the Diffraction Pattern

scheme was deemed preferable to a manual one. Second, the resolution of the measurement of the angle θ was improved by using a larger percentage of the MicronEyeTM sensor area. Third, by allowing a larger distance s between the fiber and the MicronEyeTM, sensitivity to errors in measuring s could be reduced. A larger distance s also allowed observation of small order diffraction pattern minimums (n = 1, 2) further from the very intense center of the diffraction pattern.

7. Summary of the Automated Approach

The approach presented above is fast, inexpensive, automatic, simple

to operate, and very accurate. By properly selecting a laser based on the range of diameters to be measured (as discussed in Appendix B) fibers can be measured to within 1% or better over a range of diameters from less than 1 μ m to more than 50 μ m.

V. RESULTS

The results for the two sections of this thesis research are summarized below.

A. DIAMETER AS A STOCHASTIC VARIABLE

It was demonstrated that statistical parameters of composites are relatable to the statistical fiber strength parameter by the chain-of-bundles model [Refs. 1 and 2]. Treating fiber diameter as a stochastic variable in reliability computations for composite materials consistently predicted weaker structures than when diameter was treated as a deterministic variable. Representing fiber diameter with a truncated Gaussian distribution and failure load with a two parameter Weibull distribution yielded a failure stress distribution that was accurately modelled by a two parameter Weibull distribution. Small variance in the shape parameter α for the distribution of a single fiber was seen to have a large effect on reliability predictions both for lightly loaded structures and for very large structures.

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B. DIAMETER MEASUREMENT

By properly selecting a laser based on the range of diameters to be measured, the automatic system presented can measure fibers to within 1% or better over a range of diameters from less than 1 µm to more than 50 µm. Using an error function to directly relate Fraunhofer slit diffraction results to Kerker's [Ref. 15: p. 255] method for calculating the diffraction pattern of a fiber produced accurate results and significantly reduced computation time and memory requirements.

VI. CONCLUSIONS

Composite structural reliability depends strongly on the strength variability, or shape parameter, for the consistent single fiber filament. Very large composite structures with high required reliability levels are especially sensitive to the shape parameter of the fiber and its accurate estimation. The shape parameter α for failure stress depends on the stochastic interaction of both the failure load and the fiber diameter. Obtaining a statistical distribution of values for fiber diameter will necessitate an automatic, highly accurate measuring system. The presented system consisting of a MacintoshTM computer, two MicronEyeTM light sensitive computer chips, and a low power Helium-Neon laser is an economical method of providing very accurate fiber diameter measurements, and hence, very accurate estimates of α . Most importantly, this method is automated and lends itself to industrial adoption for materials acceptance and quality control.

APPENDIX A. PROBABILISTIC INTERACTION OF MULTIPLE RANDOM VARIABLES

Filament strengths are traditionally measured in terms of failure <u>loads</u> and the statistical parameters are defined in terms of <u>load</u>. Structural design and analysis are operated in terms of <u>stress</u>. Therefore strength parameters in terms of load should not be used in stress analysis without accounting for the probabilistic interaction of the random variables. This is acceptable only if the area is a deterministic variable.

The following is 3π outline of how the distribution function $F_S(s)$, a function of the stochastic functions $f_D(d)$ and $F_P(p)$, can be obtained.

1. VARIABLE DEFINITIONS

The following variables are hereby identified and defined:

- P Random (stochastic) failure load
- p realized failure load
- A Random area defined in terms of diameter D
- a realized area
- D Random diameter
- d realized diameter
- S Random failure stress
- s realized failure stress
- F_P Two parameter Weibull distribution
- F_D Truncated normal distribution
- $F_X(x)$ Cumulative Distribution Function (CDF) for random variable X
- $f_X(x)$ Probability Density Function (PDF) for random variable X
- α , β Parameters used to describe a Weibull statistical distribution

μ, σ - Parameters used to describe a Gaussian statistical distribution

2. IMPORTANT RELATIONSHIPS

$$S \equiv P / A \tag{A.1}$$

$$A = \pi D^2 / 4 \tag{A.2}$$

$$F_p(p) \equiv Pr\{P \le p\}, \qquad 0 \le p \le \infty$$
 (A.3)

$$F_D(d) \equiv Pr\{D \le d\}, \qquad 0 \le d \le \infty$$
 (A.4)

in general

$$F_X(x) \equiv \Pr\{X \le x\} \tag{A.5}$$

$$f_{X}(x) \equiv \Pr\{X = x\} \tag{A.6}$$

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3. GOAL

Equation A.1 and Equation A.2 relate failure stress S to failure load P and cross sectional area A. If P and A are deterministic variables, then calculating S is straightforward. If A is deterministic and P is stochastic, then

$$F_{S}(s) = F_{P}(p) / A \tag{A.7}$$

which is again straight forward. However, if P and A are both stochastic variables, then the division operator has no meaning. In other words,

$$F_S(s) \neq F_P(p) / F_A(a)$$
 (A.8)

because the term [$F_P(p) / F_A(a)$] is undefined. Thus, the goal is to obtain an expression for $F_S(s)$, an unknown, in terms of known quantities.

4. OUTLINE

If a series of many experiments were conducted that measured both the failure load and the cross sectional area of a fiber, the failure stress for each fiber could be determined. If matching pairs of failure load P and cross sectional area A were plotted, the failure stress S would be represented by the slope of a line drawn from the origin to the point. See Figure A1. The cumulative

distribution function (CDF) for failure stress, $F_S(s)$, may be thought of as the sum of all the slopes that are less than s; this defines the domain of integration

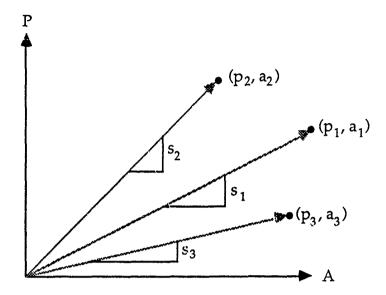


Figure A1. Stress is the Slope of a Line Drawn From the Origin

and is illustrated in Figure A2. Thus, $F_S(s)$ is the shaded area under the curve in Figure A2.

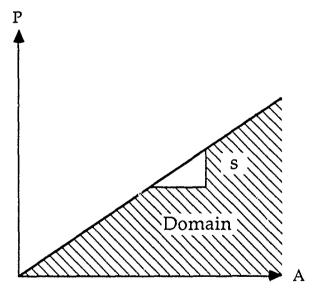


Figure A2. Illustrating the Domain of Integration

In equation form

$$F_{S}(s) = \int_{y=0}^{y=\infty} \int_{x=0}^{x=ys} f_{P,A}(x,y) dx dy$$
 (A.9)

where $f_{P,A}(p,a)$ is the joint probability distribution of P and A. If P and A are independent variables, then

$$f_{P,A}(p,a) = f_A(a) f_P(p) \tag{A.10}$$

Combining Equation A.9 and Equation A.10

$$F_{S}(s) = \int_{y=0}^{y=\infty} \int_{x=0}^{x=ys} [f_{A}(y) f_{P}(x)] dx dy$$

$$= \int_{y=0}^{y=\infty} f_{A}(y) [\int_{x=0}^{x=ys} f_{P}(x) dx] dy$$
(A.11)

However,

$$F_{P}(p) \equiv \int_{x=-\infty}^{x=p} f_{P}(x) dx = \int_{x=-\infty}^{x=0} f_{P}(x) dx + \int_{x=0}^{x=p} f_{P}(x) dx$$

$$= \int_{x=0}^{x=p} f_{P}(x) dx \quad \text{(all loads presumed positive)} \quad (A.12)$$

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So, Equation A.11 and Equation A.12 give

$$F_{S}(s) = \int_{y=0}^{y=\infty} f_{A}(y) F_{P}(ys) dy$$
 (A.13)

Also, note that

$$f_A(a) \equiv Pr \{ A = a \} = Pr \{ (\pi D^2 / 4) = a \} = Pr \{ D^2 = (4 a / \pi) \}$$

= $Pr \{ D = (4 a / \pi)^{0.5} \} = f_D((4 a / \pi)^{0.5})$ (A.14)

The fact that $D \ge 0$ eliminates negative roots.

Choose specific distribution functions to represent D and P.

$$F_p(p)$$
 = 1 - exp [- (p / β) $^{\alpha}$], $p \ge 0$ (A.15)

where α and β are shape and scale variables, respectively (a two parameter Weibull distribution.)

$$f_D(d)$$
 = exp [- $(d - \mu)^2 / (2 \sigma^2)$] / $(\sigma (2 \pi)^{0.5})$, $d \ge 0$ (A.16)

where μ is the mean and σ is the standard deviation (a truncated Gaussian distribution). Equation A.14 and Equation A.16 combine to give

$$f_A(a) = f_D((4 a / \pi)^{0.5}) = \exp[-((4a/\pi)^{0.5} - \mu)^2 / (2 \sigma^2)] / (\sigma (2 \pi)^{0.5})$$
 (A.17)

Equation A.13, Equation A.15, and Equation A.17 can now be combined to give

$$F_{S}(s) = \int \frac{1}{\sigma (2\pi)^{0.5}} \exp \left[\frac{-((4y/\pi)^{0.5} - \mu)^{2}}{2\sigma^{2}} \right]$$

$$y=0$$

$$1 - \exp\{-(y s / \beta)^{\alpha}\}\] dy$$
 (A.18)

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Equation A.18 can be integrated numerically for any $s \ge 0$ if the four constants α , β , μ , and σ are specified. The constants α and β come from fitting a two parameter Weibull distribution to the failure load data. The constants μ and σ come from fitting a truncated normal distribution to the fiber diameter data.

5. SUMMARY

The CDF for failure stress S of a fiber can be obtained from experimental data using stochastic representations of failure load P and fiber diameter D by using Equation A.18 if P and D are assumed to be independent variables. A truncated Gaussian distribution was used for illustration purposes to represent the fiber diameter, but the method can be easily extended to other statistical representations.

APPENDIX B. LASER DIFFRACTION THEORY

This appendix discusses in detail the laser diffraction theories that were used during this investigation. The diffraction of a slit, the diffraction of a fiber, and a method of relating the two patterns are outlined and described in detail. Finally, the utility of these theories and their application are illustrated.

1. FRAUNHOFER DIFFRACTION

Characteristic diffraction patterns are produced by a sheet of laser light passing through a long slit when the wavelength of the laser light and the diameter of the slit are of the same order of magnitude. The Fraunhofer diffraction theory is well documented in most Physics textbooks. The following discussion was taken substantially from Tipler [Ref. 16: Chapter 25].

If the light that passes through the slit of diameter Ds is represented by N equally spaced point sources of equal amplitude light, then the diffraction pattern at any point far from the slit can be obtained by the vector summation of the contributions from each source. Consider Figure B1. If the distance to the point P where the pattern is being calculated is sufficiently far from the slit so that the rays from any two sources are essentially parallel, then the path difference between any two sources is

$$\delta = d \sin \theta \tag{B.1}$$

where d is the distance between the sources. The phase difference between the two sources is then

$$\gamma = 2 \pi \delta / \lambda = 2 \pi d \sin \theta / \lambda \tag{B.2}$$

The phase difference between any two sources that are D_s / 2 apart is

$$\Gamma = 2 \pi d \sin \theta / \lambda = 2 \pi [(D_s / 2) \sin \theta] / \lambda = \pi D_s \sin \theta / \lambda$$
 (B.3)

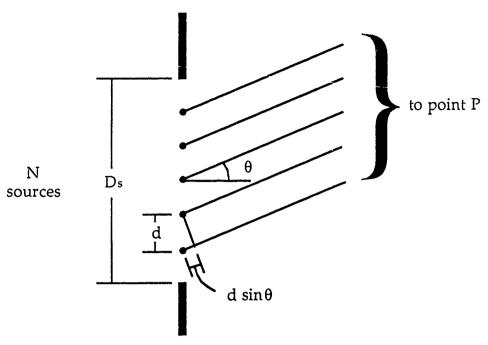


Figure B1. Modelling Fraunhofer Slit Diffraction

If $\Gamma=\pi$, then for every source contributing to the diffraction pattern there is another source that is exactly 180° out of phase with it and will exactly cancel the contribution. The result is a minimum of the diffraction pattern, as illustrated in Figure B2. Letting $\Gamma=\pi$ in Equation B.3 produces a more useful expression for a minimum of the diffraction pattern

$$\sin \theta = n \lambda / D_s \qquad \qquad n = 1, 2, 3, \dots \tag{B.4}$$

where n is the number of the minimum as indexed from the center of the diffraction pattern.

If the amplitude of each individual source is Ai, then the magnitude of the diffraction pattern at any point P far from the slit and offset from the centerline by an angle θ can be calculated. Let Φ be the phase difference between the slit edges. Equation B 2 then shows that

$$\Phi = 2 \pi D_s \sin \theta / \lambda \tag{B.5}$$

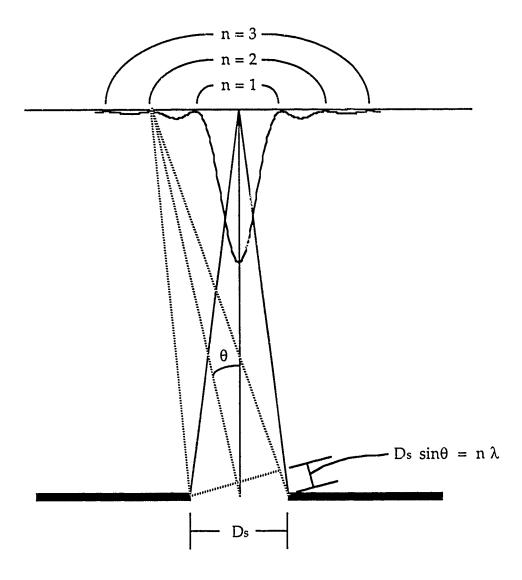


Figure B2. Minimums of the Fraunhofer Diffraction Pattern of a Slit

and the total contribution to the total amplitude A from all of the individual sources is

$$A = A(Ds, \lambda, \theta) = A(\Phi) = 2 \begin{cases} Ds/2 \\ A_i \cos(\frac{x}{Ds}\Phi) dx \\ 0 \end{cases}$$

$$= 2 A_{i} \frac{\sin\left(\frac{x}{D_{s}}\right)}{\frac{\Phi}{D_{s}}} \bigg|_{x=0}^{x=D_{s}/2} = D_{s} A_{i} \frac{\sin\left(\frac{\Phi}{2}\right)}{\frac{\Phi}{2}}$$
(B.6)

Normalizing by the amplitude at the center of the diffraction pattern gives

Ao = D_s A_i
$$\lim_{\Phi \to 0} \frac{\sin(\frac{\Phi}{2})}{\frac{\Phi}{2}}$$
 = D_s A_i $\lim_{\Phi \to 0} \frac{\frac{1}{2}\cos(\frac{\Phi}{2})}{\frac{1}{2}}$ = D_s A_i (B.7)

$$\frac{A}{Ao} = \frac{\sin\left(\frac{\Phi}{2}\right)}{\frac{\Phi}{2}} \tag{B.8}$$

Relative intensity is more useful than relative amplitude and is given by

$$\frac{I}{Io} = \left(\frac{A}{Ao}\right)^2 = \left(\frac{\sin\left(\frac{\Phi}{2}\right)}{\frac{\Phi}{2}}\right)^2$$
 (B.9)

Figure B3 is a normalized plot of the Fraunhofer diffraction pattern using Equation B.9.

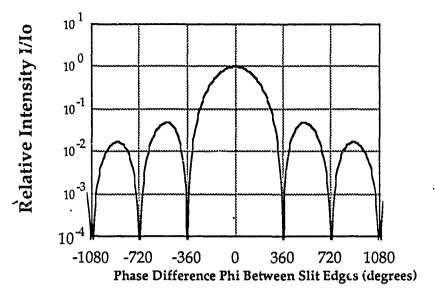


Figure B3. Normalized Fraunhofer Diffraction Pattern of a Slit

2. DIFFRACTION OF A SINGLE FIBER

The diffraction pattern of a fiber can be calculated directly using the method outlined in Kerker [Ref. 15: p. 255]. If the index of refraction of the fiber is assumed to be perfect ($m = \infty$), then the relative intensity of a fiber of diameter Df can be expressed by

$$\frac{I}{I_0} = \frac{2}{K_0 s \pi} \left| b_0 + 2 \sum_{n=1}^{\infty} b_n \cos(n\theta) \right|^2$$
 (B.10)

where

$$K_0 = 2\pi / \lambda$$

 θ is the scattering angle

s is the fiber to screen distance

 $\boldsymbol{\lambda}$ is the wavelength of the laser light

$$bn = J_n(\alpha) / H_n^{(2)}(\alpha)$$

$$\alpha = \pi \, \mathrm{Df} / \lambda$$

 $J_n(\alpha)$ are Bessel functions of the first kind

 $H_n^{(2)}(\alpha)$ are Hankel functions of the second kind

[Refs. 15 and 17]

The bn coefficients can be simplified by some simple algebra.

$$H_n^{(2)}(\alpha) = J_n(\alpha) - i Y_n(\alpha)$$
 (B.11)

where $Y_n(\alpha)$ are Bessel functions of the second kind.

$$b_n = \frac{J_n(\alpha)}{H_n^{(2)}(\alpha)} = \frac{J_n(\alpha)}{J_n(\alpha) - i Y_n(\alpha)} \frac{J_n(\alpha) + i Y_n(\alpha)}{J_n(\alpha) + i Y_n(\alpha)}$$

$$= \frac{\left(J_{n}(\alpha)\right)^{2}}{\left(J_{n}(\alpha)\right)^{2} + \left(Y_{n}(\alpha)\right)^{2}} + i \frac{J_{n}(\alpha)Y_{n}(\alpha)}{\left(J_{n}(\alpha)\right)^{2} + \left(Y_{n}(\alpha)\right)^{2}}$$

$$= R_n + i S_n \tag{B.12}$$

$$R_{n} = \frac{\left(J_{n}(\alpha)\right)^{2}}{\left(J_{n}(\alpha)\right)^{2} + \left(Y_{n}(\alpha)\right)^{2}}$$
(B.13)

$$S_n = \frac{J_n(\alpha) Y_n(\alpha)}{(J_n(\alpha))^2 + (Y_n(\alpha))^2}$$
(B.14)

Thus, the relative intensity equation can be rewritten

$$\frac{I}{I_0} = \frac{2}{K_0 s \pi} \left[\left(R_0 + 2 \sum_{n=1}^{\infty} R_n \cos(n\theta) \right)^2 \right]$$

+
$$\left(S_0 + 2\sum_{n=1}^{\infty} S_n \cos(n\theta)\right)^2$$
 (B.15)

[Ret. 14]

A. Minimum Number of Terms

Figure B4 and Figure B5 illustrate the fact that as α (which is proportional to the fiber diameter, Equation B.10) increases, the number of terms n that must be computed in each summation to achieve a specified

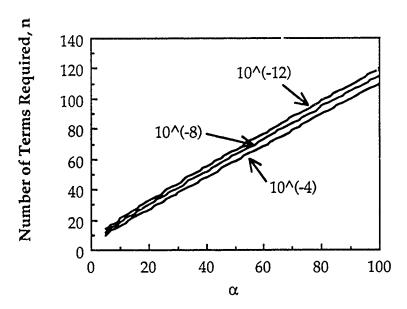


Figure B4. Summing Rn Within a Desired Accuracy

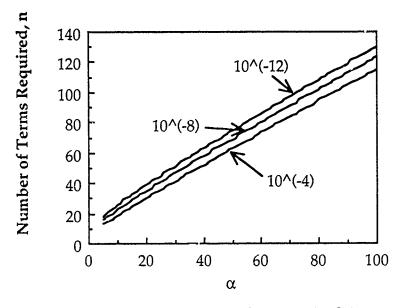


Figure B5. Summing Sn Within a Desired Accuracy

accuracy also increases. The specified accuracy can always be achieved for the Rn summation with fewer terms than for the Sn summation. The number of terms n required to achieve an accuracy of 10^{-12} for any α such that $5 < \alpha < 100$ can be predicted from a parabolic fit of the data in Figure B5.

$$n_{\text{calculated}} = 16 + 1.3 \alpha - 0.0013 \alpha^2$$
 (B.16)

$$0 < (n_{\text{calculated}} - n_{\text{exact}}) <= 4$$
 (B.17)

B. Maximum Number of Terms

For small values of α (associated with small fibers) there exists a maximum number of terms that can be used in the Rn and Sn summations. The Bessel functions of the second kind Yn asymptotically approach $-\infty$ as α approaches zero. Underflow will occur at different values of α for different computers depending on the smallest number that can be represented. Values of α greater than five present no particular difficulty using double precision FORTRAN.

The minimum diameter fiber that can be measured with a specified laser can be calculated using the wavelength of the laser.

$$\alpha = \pi \, \mathrm{Df} / \lambda \tag{B.18}$$

$$Df = \alpha \lambda / \pi \tag{B.19}$$

$$\alpha > 5 \Rightarrow (D_f)_{min} = (5/\pi)\lambda = 1.592 \lambda$$
 (B.20)

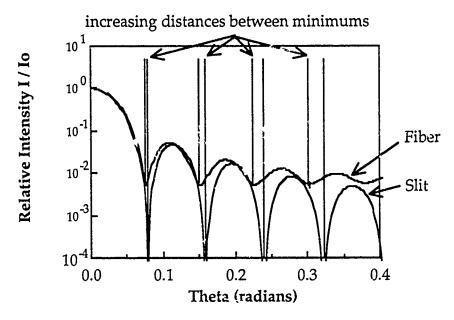
Equivalently, a laser may be selected based on the minimum diameter fiber to be measured.

$$\lambda_{\min} = (\pi / 5) D_f = 0.628 D_f$$
 (B.21)

Clearly, if very small diameter fibers are to be measured and the magnitude of the calculations on the computer to be used appears unwieldy, one potential solution would be to choose a laser with a minimum wavelength.

3. COMPARISON OF THE TWO MODELS

The Fraunhofer slit diffraction pattern and the diffraction pattern from a fiber are similar in shape, but are related in a nonlinear fashion. Figure B6 shows the diffraction patterns for a slit and a fiber with the same diameters using Equation B.9 and Equation B.10. The distance between the minimums of the slit pattern and the corresponding minimums of the fiber pattern increases progressively as the distance from the centerline increases.



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Figure B6. Diffraction Patterns of a Slit and a Fiber Having the Same Diameter

4. FIBER DIAMETER MEASUREMENT USING LASER DIFFRACTION Diffraction pattern minimums are easily distinguished and lend themselves to measurement. Measurements of the locations of the minimums with respect to the center of the diffraction pattern are sufficient to accurately compute the diameter of the fiber or slit that caused the pattern.

One of the effects that varying D_s in Equation B.5 has is changing the location of the diffraction pattern minimums. Figure B7 shows that the

diffraction pattern for a fiber with a diameter of 8 μ m has its <u>first</u> minimum at the same location as the diffraction pattern for a slit with a diameter of 8.34 μ m. This relationship between the slit and the fiber at the first diffraction pattern minimum can be mapped over a wide range of diameters and can be extended to the second minimum, etc. If the difference between the two diameters is expressed as a percentage of the slit diameter the relationship can be approximated very accurately by

$$(D_s - D_f) / D_s = K_1 D_s K_2$$
 (B.22)

where K1 and K2 are constants and Ds and Df are the diameters of the slit and

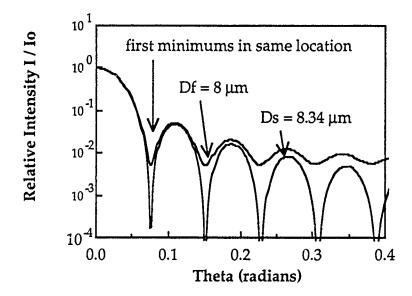


Figure B7. Fiber and Slit Having First Diffraction Pattern Minimums at the Same Location

the fiber. Figure B8 is plot of Equation B.22 for the first and sixth minimums of the diffraction patterns. Clearly, K1 and K2 are functions of the number of the diffraction pattern minimum as indexed from the center of the pattern.

Equation B.22 can be solved for the fiber diameter Df

$$D_f = D_s [1 - K_1 (n) D_s K_2 (n)]$$
(B.23)

where n is the number of the diffraction pattern minimum.

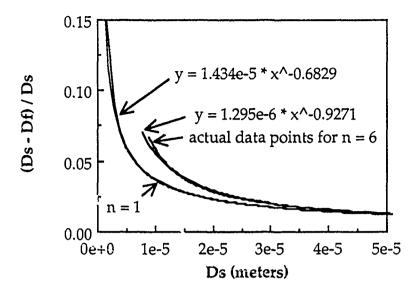


Figure B8. Percentage Error in Diameter Between a Slit and a Fiber

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Note that for a given λ / D_s ratio, Equation B.4 predicts a maximum number n of observable minimums in the diffraction pattern (because $\sin\theta \le 1$). Conversely, for a given node and specified λ there will be a limiting value of D_s such that $D_s \ge n \lambda$. A further restriction comes from Fraunhofer diffraction theory, which makes use of a small angle approximation $\tan\theta \approx \sin\theta \approx \theta$ that limits $\theta < 15^\circ$. For a specified λ and node number n, there exists a minimum D_s below which the relationship between slit and fiber diffraction is physically invalid. In Figure B8, with n=6 and $\lambda=0.6328~\mu m$, $(D_s)_{min}=(6)(0.6328~\mu m)$ / $\sin(15^\circ)=14.7~\mu m$, although close correlation exists for D_s as small as approximately 11 μm .

Knowing the relationship between the slit diffraction pattern and the fiber diffraction pattern significantly reduces the required amount of effort required to accurately estimate the fiber diameter. The slit diffraction pattern calculations are simple, and the coefficients K1 and K2 need only be calculated once. Table B1 summarizes the values of K1 and K2 as functions of n.

Equation B.24, Equation B.25, and Equation B.26 summarize the polynomial functions K1(n) and K2(n).

TABLE B1. COEFFICIENTS FOR RELATING SLIT DIFFRACTION

TO FIBER DIFFRACTION

<u>n</u>	<u>K1</u>	<u>K2</u>
1	1.434×10^{-5}	-0.6829
2	9.362 x 10 ⁻⁶	-0.7247
3	5.480×10^{-6}	-0.7780
4	3.165×10^{-6}	-0.8334
5	1.890 x 10 ⁻⁶	-0.8865
6	1.295×10^{-6}	-0.9271

$$(D_{s} - D_{f}) / D_{s} = K_{1}(n) D_{s} K_{2}(n)$$

$$K_{1}(n) = [17.7800 - 1.01925 n - 3.56279 n^{2} + 1.31954 n^{3}$$

$$- 0.187208 n^{4} + 9.70833e-3 n^{5}] 10^{-6}$$

$$K_{2}(n) = (-0.67780) + (2.77600e-2) n + (-4.26917e-2) n^{2}$$

$$+ (1.130e-2) n^{3} + (-1.55833e-3) n^{4} + (9.0e-5) n^{5}$$

$$(B.24)$$

$$K_{2}(n) = [17.7800 - 1.01925 n - 3.56279 n^{2} + 1.31954 n^{3}$$

$$- 0.187208 n^{4} + 9.70833e-3 n^{5}] 10^{-6}$$

$$+ (1.130e-2) n^{3} + (-1.55833e-3) n^{4} + (9.0e-5) n^{5}$$

$$+ (1.130e-2) n^{3} + (-1.55833e-3) n^{4} + (9.0e-5) n^{5}$$

$$+ (1.130e-2) n^{5} + (-1.55833e-3) n^{4} + (9.0e-5) n^{5}$$

$$+ (1.130e-2) n^{5} + (-1.55833e-3) n^{4} + (9.0e-5) n^{5}$$

The most accurate results are obtained when the index n of the minimum being used is as small as possible.

5. SUMMARY

The diameter of a small fiber can be estimated to within 1 % by measuring the distance of the diffraction pattern minimums from the center of the pattern and applying Equation B.4, Equation B.23, and Equation B.24. The minimum

used for measurement should be as close to the center of the diffraction pattern as possible. The ratio λ / $\,D_s\,$ should be chosen such that

$$0.001 < (\lambda / D_s) < 0.5$$
 (B.27)

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APPENDIX C. MACINTOSH™ COMPUTER PROGRAM

This appendix contains the source code for the application CALIPER written for the MacintoshTM computer. The portions of the program that deal with the MicronEyeTM were modified from Reference 18. Some subroutines were extracted essentially intact from Reference 19 and Reference 20. Programming ideas and techniques came from several of the references listed in the Bibliography. References 19 through 22 were particularly valuable programming references.

```
/* Portions of this program, copyright © 1984 Consulair Corp. */
/* Portions of this program written using Mac C. Mac C is a trademark of Consulair Corporation */
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/* Source code for CALIPER © 1987 */
/* Written by Lieutenant Jeffrey S. Kunkel */
/* Naval Postgraduate School */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               calculateDiametersMI
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          commandsMRID
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          #include "StdfileDefs.h"
                                                                                                                                                                                             #include "Ouickdraw.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        findNodesMI
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         appleMRID
fileMRID
                                                                                                                                                                                                                                                                                                                                                                                                              #include "MiscMgr.h"
#include "OsIO.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                        #include "Packages.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 #include "Resource.h"
                                                                                                                                                                                                                                                                                                                                                                     finclude "Memory.h"
                                                                                                                                                                        #include "MacDefs.h"
                                                                                                                                                                                                                                                                                                                                                #include "HFSdefs.h"
                                                                                                                                                                                                                                                          #include "TextEdit.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  digitizeMI
                                                                                                                                                                                                                #include "Window.h
                                                                                                                                                                                                                                     #include "Control.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                            #include "PBDefs.h"
                                                                                                                                                                                                                                                                                                       #include "Events.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     #include "SANE.H"
                                                                                                                                                                                                                                                                                                                                                                                         finclude "Menu.h"
                                                                                                                                                                                                                                                                             #include "Dialog.h
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               setupMI
                                                                                                                                                                                                                                                                                                                         #include "Font.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               finclude "stdio.h"
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     auitMI
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              #define
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          #define
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     #define
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          #define
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             #define
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     #define
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         #define
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               #define
```

ROYCO O PORTUGINA O BOOK STOLD BOOK ROXCO PARESTON OF THE STOLD OF THE

/* automatic Menu Item*/ /* scan Menu Resource ID */ /* single slow scan Menu Item*/ /* single fast scan Menu Item*/ /* multiple slov / scans Menu Item*/ /* multiple fas. scans Menu Item*/ /* use Micron 1 Menu Item*/ /* use Micron 2 Menu Item*/	/* MicronEye TM #1 radio button */ /* MicronEye TM #2 radio button */ /* exposure #1 edit text */ /* exposure #2 edit text */ /* outer node 1 value in pixels */ /* inner node 2 value in pixels */ /* outer node 2 value in pixels */ /* outer node 2 distance to edge */ /* inner node 1 distance to edge */ /* inner node 2 distance to edge */ /* outer node 2 distance to center */ /* outer node 2 distance to center */ /* outer node 2 distance to center */ /* inner node 2 distance to center */ /* inner node 2 distance to center */ /* inner node 2 distance to center */ /* outer node 2 distance to center */ /* diameter using MicronEye TM #1 */ /* diameter using MicronEye TM #2 */ /* diameter using MicronEye TM #2 */	/* ok button */
44	126 411111111111111111111111111111111111	-
	128	129
#define automaticMI #define scanMRID #define singleSlowScanMI #define multipleSlowScansMI #define multipleFastScansMI #define showMicron1MI #define showMicron2MI	#define micronEye1RB #define micronEye2RB #define exposure1ET #define outerNode1PixelsST #define innerNode1PixelsST #define outerNode2PixelsST #define outerNode2EdgeST #define innerNode1EdgeST #define innerNode2EdgeST #define outerNode2CenterST #define outerNode1CenterST #define outerNode1CenterST #define innerNode1ThetaST #define outerNode2ThetaST #define outerNode2ThetaST #define diameter1ST #define diameter1ST #define diameter2ST #define diameter2ST	#define setupDRID #define okButton

/* cancel button */ /* distance S edit text */ /* distance x edit text */ /* distance x edit text */ /* CFs value edit text */ /* CFx value edit text */ /* The code number edit text */ /* node number edit text */ /* node number edit text */ /* node number edit text */ /* hositive squelch edit text */ /* negative squelch edit text */	/* the message text */		/* alert box for micron eye problems */ /* alert box for micron eye problems */		/* null string */ /* title of micron eye #1 */ /* title of micron eye #2 */
23 23 24 28 28 28 28	131	6666	132 133	128	128 130 131 132 134 135 136 137 140
cancelButton distance_s1_ET distance_s2_ET distance_X1_ET distance_X2_ET cfsET cfxET nodeNumberET wavelengthET positiveSquelchET	messageDRID messageST	errDRID	alert1RID alert2RID	imageWRID	nullSRID micronEye1SRID message1SRID message2SRID message3SRID message4SRID message4SRID message5SRID message6SRID message6SRID message6SRID message9SRID message9SRID message9SRID message10SRID message11SRID
#define #define #define #define #define #define #define #define	#define #define	#define	#define #define	#define	#define

142 143 144 145 146	define strtSel 0 define endSel 32767 define SLOW 0 define SINGLE 0 define SINGLE 1 define stop10 16384 define stop10 16384 define data8 3072 define faxa8 3072 define fscurPerm 0 define fscurPerm 0 define fscurPerm 0 define fscurPerm 0 define FALSE 0 define ON 1 define OFF 0 define PRINTERPORT 0 define MODEMPORT 0 define MODEMPORT 0 define MODEMPORT 0	
#define message12SRID #define message14SRID #define message15SRID #define message15SRID	#define strtSel #define endSel #define SLOW #define FAST #define SINGLE #define stop10 #define noParity #define data8 #define fsCurPerm #define fsCurPerm #define fsAtMark #define FALSE #define PRINTERPORT #define ON #define PRINTERPORT #define ON #define MODEMPORT #define MODEMPORT	

/* Pascal to Consulair Mac C translation terms */

struct { unsigned char length; char text[size]; } BOOLEAN; CHAR; LONGINT; INTEGER; Byte; unsigned char STRING(size) long short char char #define typedef typedef typedef typedef typedef 为为"大大",这么是不是是一个人的人,我们是不是一个人的人,也也是是是是一个人的人们是一个人的人们是是是是是一个人的人的人,也是是一个人的人们也是是一个人的人们

StringPtr *StringHandle;	resumeProc(); roid initialize(); roid setUpWenus(); roid doModalDialog(); roid doModalDialog(); roid doModalDialog(); roid doModalDialog(); roid doModelessClick(); roid doAlertDialog(); roid doCameraDataCorrection(); roid doAlertDialog(); roid delayMisec(); roid delayMisec(); roid delayMisec(); roid delayTicks(); roid delayTicks(); roid delayTicks(); roid lintExoersedByteArray(); roid lintExoerseByteBits(); roid rintReverseByteBits();
typede.: Str	void void void void void void void void

	char BOOL EAN void void void void extended extended extended void void void	*ErrMessage(); filterDigits(); doFilterDigits(); doFindNodes(); findNodes(); calcChipDistances(); calcGlobalDistances(); displayDistances(); dcCalculateDiameters(); coefficientK1(); coefficientK2(); displayDiameters(); flipVertical(); autopilot(); digitize();	e();); its(); es(); es();); stances(); ances(); meters(); 1(); 1(); 2(); neters(););	UNICH UNICH VIOLEN V
54	typedef struct { unsigned singleBits;	cd bit2 bit3 cd bit3 cd bit4 bit5 cd bit5 cd bit6 bit6 cd bit6 cd bit6	(t0 : 1; f1 : 1; it2 : 1; it3 : 1; it4 : 1; it5 : 1; it6 : 1; it7 : 1;	
	typedef union { Byte singleBits } byteBits;	_	theByte; theBits;	
	typedef struct(extended Str255		value; text;	

BitMap smooth;
BitMap raw;
LONGINT bufferSize;
}exposureStruct;

typedef struct(extended value; Str.255 text;

distanceStruct;

typedef struct{
 dis:anceStruct pixels;
 dis:anceStruct edge;
 dis:anceStruct center;
 dis:anceStruct angle;
}nodeStruct;

typedef struct{
 exposureStruct exposure;
 nocleStruct outer;
 nocleStruct inner;

nocleStruct inner;
INTEGER nameRID;
ioParam inPortIOParams;
ioParam outPortIOParams;

portCntrlPrins;

show;

CntrlParam BOOLEAN ImicronBye;

decform node; decform wavelength; decform positiveSquelch;

negativeSquelch;

decform

```
distance_s1_String,distance_s2_String,distance_X1_String,distance_X2_String;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                /* initialization subroutine */
                                                                                                                                                                                                                                                                                                                                                                                                diameter1String,diameter2String,diameterAverageString; cfsString,cfxString,wavelengthString,nodeNumberString;
                                                                                                                                                                                                                                                                                                                                   positiveSquelch, negativeSquelch;
distance_s1, distance_s2, distance_X1, distance_X2;
diameter1, diameter2, diameterAverage;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         *******************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    theCursor; myBlack = {255, 255, 255, 255, 255, 255, 255}; myWhite = {0,0,0,0,0,0,0};
                                                                                                                                                                                                                                                                                                                                                                                                                                      oositiveSquelchSfring,negativeSquelchString;
                                                                                                                                                                                              appleMH,fileMH,commandsMH,scanMH;
                                                                                                                                                                                                                                                          nullString,currentWindowTitle;
message0,message1,message2,message3;
                                                                                                                                                                                                                                                                                                message4,message5,message6,message7,
                                                                                                                                                                                                                                      currentMicron,micron1,micron2;
                                                                                                                                                                                                                                                                                                                   cfs,cfx,nodeNumber,wavelength;
                                                                                                                                                        controlDialog,messageDialog;
                                                                                                                                                                                                                    currentRadioButton;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   reversedByteArray;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                              mageContentRect;
  exposure;
                                                                                                diameter;
                                                                                                                                                                             imageWindow;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               imeConstant;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    FlushEvents(everyEvent);
                    pixels;
                                                           center;
                                                                              angle;
                                       edge;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ormats;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                initialize();
                    decform
                                                           decform
                                                                              decform
                                                                                                                                                                                                MenuHandle
decform
                                        decform
                                                                                                    dectorm
                                                                                                                                                                             WindowPtr
                                                                                                                  decforms;
                                                                                                                                                                                                                                      micronEye
                                                                                                                                                                                                                   NTEGER
                                                                                                                                                         DialogI'tr
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     decforms
                                                                                                                                                                                                                                                                                                                                                                              extended
                                                                                                                                                                                                                                                                                                                    extended
                                                                                                                                                                                                                                                                                                                                        extended
                                                                                                                                                                                                                                                                                                                                                          extended
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 extended
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         Pattern
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              attern
                                                                                                                                                                                                                                                                                                                                                                                                                 Str255
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ursor
                                                                                                                                                                                                                                                                                                                                                                                                                                     Str255
                                                                                                                                                                                                                                                                                                                                                                                                                                                        Str255
                                                                                                                                                                                                                                                          Str255
                                                                                                                                                                                                                                                                            Str255
                                                                                                                                                                                                                                                                                                Str255
                                                                                                                                                                                                                                                                                                                                                                                                Str255
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  3yte
                                                                                                                                                                                                                                                                                                                                                                                                                                                                               Sect
```

```
/* main loop
/* updates desk accessories that use the system clock */
/* do the next event */
                                                                                                                                                                                               /* resume procedure if the system crashes */
^{\prime*} initialize the cursor as an arrow ^{*}/
                                                                                                                                                                                                                                                                                                                                                                                                                  /* initialize the Window Manager */
/* initialize the Menu Manager */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          /* initialize the Dialog Manager */
                                                                                                                                                                                                                                                                                                                                                                                           /* initialize the Font Manager *,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* initialize TextEdit */
                                                                                                                                                                                                                    /* start the Finder */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /* 256 bytes */
                                                                                                                                                                     ***********************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                the Dialog = GetNew Dialog (setup DRID, NIL, (Window Ptr)-1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          reversedByteArray = (Byte *)NewPtr(256); fillReversedByteArray(reversedByteArray);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  SctRect(&imageContentRect,0,0,512,128);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            initExposure(&micron1.exposure);
initExposure(&micron2.exposure);
                                                                                                                                                                                                                                                                                                                                           theDialog;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  DisposDialog(theDialog);
getExposureSettings();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             InitDialogs(resumeProc);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           getGeometry(theDialog)
                                                                                              doNextEvent();
                                                                      SystemTask();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   setupWindows();
                                                                                                                                                                                                                                                                                                                                                                                                                     (nitWindows();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           setupMenus();
                                              while(TRUE) {
                                                                                                                                                                                               void resumeProc()
                                                                                                                                                                                                                    ExitToShell()
                                                                                                                                                                                                                                                                                                                                                                                                                                             InitMenus();
 InitCursor();
                                                                                                                                                                                                                                                                                                                                                                                             fnitFonts();
                                                                                                                                                                                                                                                                                              void initialize()
                                                                                                                                                                                                                                                                                                                                              D:alogPtr
                                                                                                                                                                                                                                                                                                                                                                                                                                                                     TEInit();
```

\$\$\$1 • \$\$\$\$2 • \$75,574 • \$55,554 • \$72,72**•** \$72,72**•** \$25,524 • \$

rnicron1.inPortIOParams.ioNamePtr = CtoPstr(".AIn"); rnicron1.outPortIOParams.ioNamePtr= CtoPstr(".AOut"); rnicron2.inPortIOParams.ioNamePtr = CtoPstr(".BIn"); rnicron2.outPortIOParams.ioNamePtr= CtoPstr(".BOut"); rnicron1.nameRID = micronEye1SRID; rnicron2.nameRID = micronEye2SRID;

imeConstant = timeCal();

FIXEDDECIMAL; = FİXEDDECIMAL; = FÍXEDDECIMAL; = FÍXEDDECIMAL; = FIXEDDECIMAL; ormats.negativeSquelch.style ormats.negativeSquelch.digits ormats.positiveSquelch.digits ormats.wavelength.digits ormats.positiveSquelch.style ormats.wavelength.style ormats.exposure.dígits ormats.exposure.style ormats.diameter.style ormats.coarse.digits ormats.center.digits ormats.pixels.digits ormats.angle.style ormats.angle.digits ormats.coarse.style ormats.node.digits ormats.center.style ormats.pixels.style ormats.edge.digits ormats.node.style ormats.fine.digits ormats.edge.style ormats.fine.style ormats.cf.digits ormats.cf.style

ormats.diameter.digits

/* title of micron eye 1 */
/* title of micron eye 2 */

```
    NewPtr(8192); /* ptr to nonrelocatable block of smoothSize bytes */
    NewPtr(4096); /* pointer to nonrelocatable block of rawSize bytes */
    = 64; /* number of columns in image window (in bytes) */

                                                                                                                                                                                                                                                                                                                                                                                                        /* get handle */
/* Add available desk accessories */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /* get handle */
/* place menu after all others */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* get handle */
/* place menu after all others */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /* get handle */
/* place menu after all others */
                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* place menu after all others */
******************************
                                                                                                                                                                                                                                                                                                                  CheckItem(scanMH,showMicron1MI,micron1.show);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  CheckItem(scanMH,showMicron2MI,micron2.show);
                                                                                                                                                                                                                               SetRect(&theExposure->smooth.bounds,0,0,512,128)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              commandsMH = GetMenu(commandsMRID);
                                                                                                                                                                                                                                                      eraseImage(&theExposure->smooth);
                                                                                                                                                                                                                                                                                                                                                                                                          appleMH = GetMenu(appleMRID)
                                                                                                                                                                                                                                                                                                                                                                                                                                      AddResMenu(appleMH, 'DRVR');
                                                                                                                                            the Exposure -> smooth. base Addr
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    scanMH = GetMenu(scanMRID);
                                                                                   *theExposure;
                                                                                                                                                                                                      the Exposure -> smooth.row Bytes
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          fileMH = GetMenu(fileMRID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            InsertMenu(commandsMH,0);
                                                                                                                                                                         the Exposure->raw.base Addr
                            void initExposure(theExposure)
                                                                                                                                                                                                                                                                                                                                                                                                                                                              InsertMenu(appleMH,0)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                InsertMenu(scanMH,0);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           micron1.show = TRUE;
micron2.show = TRUE;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     InsertMenu(fileMH,0);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               void setUpWindows()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          DrawMenuBar();
                                                                                  exposureStruct
                                                                                                                                                                                                                                                                                                                                                  void setUpMenus() {
```

```
zbox); /* get hndl to 1st image radio btn *//* turn on first image radio button */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* put null strings in param0, param1,
                                                                                                                                                                                                                                                                                                                           currentWindowTitle = **(StringHandle)GetString(micronEye1SRID); /* get image window title SatWTitle(imageWindow.&currentWindowTitle); /* write title on image window */
                                                                                                                                                                                                                                                    /* track current image radio button
                                                                                                                                                                 /* cursor in first editTextftem
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       param2, param3 */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* make windows visible *,
                                                     = GetNewDialog(controlDRID,NIL,(WindowPtr)-1);
= GetNewWindow(imageWRID,NIL,controlDialog);
= GetNewDialog(messageDRID,NIL,imageWindow);
                                                                                                                                                                 SelIText(controlDialog,exposure1ET,strtSel,endSel); /* curso
GetDItem(controlDialog,micronEye1RB,&itemType,&item,&box);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             message3 = **(StringHandle)GetString(nullSRID);
ParamText(&message0,&message1,&message2,&message3);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 *****************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                  = **(StringHa:.dle)GetString(nullSRID);
= **(StringHandle)GetString(nullSRID);
= **(StringHandle)GetString(nullSRID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    = **(StringHandle)GetString(nullSRID)
                                                                                                                                                                                                                                                      currentRadioButton = micronEye1RB;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         ShowWindow(imageWindow);
ShowWindow(messageDialog)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            mouseLocation;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               ShowWindow(controlDialog)
                                                                                                                                                                                                                                                                              currentMicron = &micron1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  the Event;
box;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            keyHit;
                                                                                                                                                                                                                         SetCtlValue(item,ON);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           void doNextEvent() {
                                                                                                              messageDialog
                                                 controlDialog innageWindow
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  EventRecord
                                                                                                                                                                                                                                                                                                                                                                                                                                                  n:allString
r:essage0
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    message2
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           message1
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            CHAR
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            short
Rect
```

itemType;

item;

ControlHandle

INTEGER

```
/* mouse in the content region of a window */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* whichWindow active window */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          SystemClick(&theEvent,whichWindow); /* mouse click in desk accessory */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    if(whichWindow == imageWindow) break; /* skip image window */
if(whichWindow == messageDialog) break; /* skip msg dialog window */
                                                                                                                        ^{\prime *} get the next event and store in theEvent ^{*}
                                                                                                                                                    /* is it a modeless dialog event? */
.ey)) { /* cmd key ? */
                                                                                                                                                                                                                                                                                                                                                                                                                                      /* branch to appropriate event */
/* keydown event */
                                                                                                                                                                                                                                                                                                                                            /* handle enabled dialog item event */
                                                                                                                                                                                                                                                                               /* unhighlights the menu */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* keyboard character */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               '* cmd key short cut requested? */
                                                                                                                                                                                                                                                                                                                                                                                                       /* else handle non dialog event *
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                /* mouse in a system window */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     /* branch to mouse location */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  '* mouse in the menu bar */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /* unhighlights the menu */
                                                                                                                                                                                                                keyHit = theEvent.message & charCodeMask; /* keyboard character */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          ^{\prime*} done with the event ^{*}/
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       mouseLocation = FindWindow(&theEvent.where,&whizhWindow);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        '* mouse clicked */
                                                                                                                                                                                   if((theEvent.what == keyDown) && (theEvent.modifiers & cmdKey)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                doMenuEvent(MenuSelect(&theEvent.where));
                                                                                                                                                                                                                                                                                                        lelse if (DialogSelect(&theEvent, &theDialog, &eventItemHit)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   keyHit = theEvent.message & charCodeMask;
if(theEvent.modifiers & cmdKey) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   SelectWindow(whichWindow);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                doMenuEvent(MenuKey(keyHit));
                                                                                                                                                                                                                                                  doMenuEvent(MenuKey(keyHit));
                                                                                                                                                                                                                                                                                                                                              doModelessClick(eventItemHit);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                case inSysWindow:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       switch(mouseLocation)
                                                                                                                          GetNextEvent(everyEvent, &theEvent);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    case inMenuBar:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           case inContent:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       break;
whichWindow;
                                                                                                                                                        if(IsDialogEvent(&theEvent))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              HiliteMenu(0);
                                                               eventItemHit;
                                                                                                                                                                                                                                                                                                                                                                                                                                        switch(theEvent.what) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          case mouseDown:
                              the Dialog;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                        case keyDown:
                                                                                                                                                                                                                                                                                   HiliteMenu(0);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             break;
   WindowPtr
                                                             NITEĞER
                                  DialogPtr
```

```
'* hndl an event in the desk accessory menu */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        * ensure the original graf port is restored */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* handle a.. event in the file menu */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ^{\prime\star} branch to the appropriate menu ^{\star\prime}
                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* identify which menu */
/* identify the specific menu item */
                                                              /* done with the event */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             *record the current graf port */
/* open the desk accessory */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 /* return to the Finder */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          Gettlem(appleMH,menuItem,&deskAccessoryName);
                                                                                                                                                                                                                                                        ****************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     refNum = OpenDeskAcc(&deskAccessoryName);
                                                                                                                                                                                                                                                                                                                                            menuTitle, menuItem, refNum;
                                                                                                        doUpdateEvent(&theEvent);
                                                                                                                                                                                                                                                                                                                                                                                                                                                = HiWord(menuCode);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         = LoWord(menuCode);
                                                                                                                                                                                                                                                                                                                                                                                                          deskAccessoryName;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       SetPort(theCurrentPort);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         case quitMI:
ExitToShell();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               GetPort(&theCurrentPort);
                                                                                                                                                                                                                                                                                                                                                               theDialog;
theCurrentPort;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      switch(menuItem)
default:
                                                                                                                                                                                                                                                                               void doMenuEvent(menuCode)
                                                                                                                                                                                                                                                                                                    menuCode;
                                                                                case updateEvt:
                                                                                                                                                default:
break;
                                                                                                                             break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  case appleMRID:
                                                                 break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                case fileMRID:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 switch(menuTitle)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                  nenuTitle
                                                                                                                                                                                                                                                                                                  LONGINI
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         nenuItem
                                                                                                                                                                                                                                                                                                                                           INTEGER
                                                                                                                                                                                                                                                                                                                                                               DialogPtr
                                                                                                                                                                                                                                                                                                                                                                                      Grafi<sup>V</sup>tr
                                                                                                                                                                                                                                                                                                                                                                                                         Str255
```

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```
/* handle the modal dialog */
/* closes the dialog and releases the memory */
                                                                                               case setupMI:
theDialog = GetNewDialog(setupDRID,NIL,(WindowPtr)-1);
doModalDialog(theDialog);
    /* handle the modal of
DisposDialog(theDialog);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 case singleSlowScanMI: doScanNow(SLOW,SINGLE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  case singleFastScanMI:
doScanNow(FAST,SINGLE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   case multipleSlowScansMI:
                                                                                                                                                                                                                                                                                         case calculateDiametersMI:
                                                                                                                                                                                                                                                                                                            calculateDiameters();
                                                                                                                                                                                                     digitize();
break;
case findNodesMI:
                                                                                                                                                                                                                                                                                                                                          case automaticMI:
                                                                                                                                                                                                                                                     findNodes();
                                                                                                                                                                                                                                                                                                                                                             autopilot();
                                                                                                                                                                                   case digitizeMI:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  switch(menuItem) {
                                                                                  switch(menuItem)
                                                                case commandsMRID:
                                                                                                                                                                                                                                                                                                                                                                                                              break;
                                                                                                                                                                                                                                                                          break;
                                                                                                                                                                                                                                                                                                                                                                               break;
                                                                                                                                                                      break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     break;
                                                                                                                                                                                                                                                                                                                             break;
               break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         break;
                                                                                                                                                                                                                                                                                                                                                                                              default:
default:
                                                                                                                                                                                                                                                                                                                                                                                                                                                               rase scanMRID:
                                                break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                  break;
```

アンドン・「「これ」というないからない。これできないのでは、「「は、「は、「は、「は、」」というないない。「は、「は、「は、」」というない。「は、「は、」、「と、」、「は、」、「は、」、「は、」、「は、」

```
/* initialize and record the check box settings */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              /* until ok or cancel buttons are hit */// handles events in the dialog window */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /* handle the settings dialog box */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      /* flag to exit dialog routine */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           /* display the dialog box */
                                                                                                                                               CheckItem(scanMH,showMicron1MI,micron1.show);
                                                                                                                                                                                                                                   CheckItem(scanMH,showMicron2MI,micron2.show);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                   doScanNow(SLOW,MULTIPLE);
                                                                                                                                                                                                               micron2.show = !micron2.show;
                                                             doScanNow(FAST,MULTIPLE);
                                                                                                                             micron1.show = !micron1.show;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           itemHit,modalFlag,theStage;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              while (modalFlag == ON) {
    ModalDialog((ProcPtr)NIL,&itemHit);
                                        case multipleFastScansMI:
                                                                                                                                                                                         case showMicron2MI:
                                                                                                       case showMicron1MI:
                                                                                                                                                                       break;
                                                                                                                                                                                                                                                          break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          void doModalDialog(theDialog)
                                                                                      break;
                                                                                                                                                                                                                                                                                                   break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   mitGeometry(theDialog);
ShowWindow(theDialog);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  theDialog;
                                                                                                                                                                                                                                                                              default:
                                                                                                                                                                                                                                                                                                                                                            default:
break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      modalFlag = ON;
                                                                                                                                                                                                                                                                                                                                             break;
                                                                                                                                                                                                                                                                                                                                                                                                                           HiliteMenu(0);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     DialogPtr
```

ないできたとの意味ということを持ちらののなる主要はないのは、関係などのなっては、対象のののなど、できないのなどと

```
/* branch to the appropriate dialog event */
/* ok button hit */
/* get system geometry */
/* turn flag off */
                                                                                                                                                                                                                                                                                                                                                                                             /* cancel button hit */
                                                                                                                                                                                                                                                                                                                                                                                                             /* turn flag off */
                                                                                                                                           doAlertDialog1(message10SRID);
    break;
                                                                                                                                                                                                                                                 doAlertDialog1(message12SRID);
break;
                                                                                                                                                                                                                                                                                                      doAlertDialog1(message13SRID); break;
                                                                                                                                                                                              setText(theDialog,distance_s1_ET,&distance_s1_String); setText(theDialog,distance_s2_ET,&distance_s2_String);
                                                                                     theStage = GetAlrtStage();
switch (theStage) {
case 0:
                                  if (getGeometry(theDialog)) {
                                                     modalFlag = OFF;
                                                                                                                                                                                                                                                                                      case 3:
                                                                                                                                                                              case 1:
                                                                                                                                                                                                                                    case 2:
                                                                                                                                                                                                                                                                                                                                                                                                              modalFlag = OFF;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          theDialog;
                                                                                                                                                                                                                                                                                                                                                                                            case cancelButton:
                    case okButton:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        void initGeometry(theDialog)
  switch(itemHit) {
                                                                                                                                                                                                                                                                                                                                                                                                                                 break;
                                                                                                                                                                                                                                                                                                                                                                              break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  ResetAlrtStage();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           DialogPtr
```

```
return(FALSE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         return(FALSE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     return(FALSE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   return(FALSE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  return(FALSE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                return(FALSE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            return(FALSE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              return(FALSE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       GetDItem(theDialog,theEditTextItem,&itemType,&itemHandle,&box); /* get a handle */
SetIText(itemHandle,theString);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          (!getETSingle(theDialog,distance_X1_ET,&distance_X1,&distance_X1_String))
(!getETSingle(theDialog,distance_X2_ET,&distance_X2_&distance_X2_String))
(!getETSingle(theDialog,cfsET,&cfs,&cfsString))
(!getETSingle(theDialog,cfxET,&cfx,&cfxString))
(!getETSingle(theDialog,nodeNumberET,&nodeNumberString))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     it (!getETSingle(theDialog,distance_s1_ET,&distance_s1,&distance_s2_String))
if (!getETSingle(theDialog,distance_s2_ET,&distance_s2,&distance_s2_String))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         getETSingle(theDialog,wavelengthET,&wavelength,&wavelengthString))
                                                                                                                                                   setText(theDialog,wavelengthET,&wavelengthString);
setText(theDialog,positiveSquelchET,&positiveSquelchString);
setText(theDialog,negativeSquelchET,&negativeSquelchString);
                                                                                                                                                                                                                                                                              *****************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  setText(theDialog,cfxET,&cfxString);
setText(theDialog,nodeNumberET,&nodeNumberString);
setText(theDialog,distance_X2_ET,&distance_X1_String)setText(theDialog,distance_X2_ET,&distance_X2_String)
                                                                                                                                                                                                                                                                                                            void setText(theDialog,theEditTextItem,theString)
                                                                                                                                                                                                                                                                                                                                                                     theDialog;
theEditTextItem;
                                                            setText(theDialog,rfsET,&cfsString
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   SetIText(itemHandle,theString)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              itemHandle;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              BOOLEAN getGeometry(theDialog)
                                                                                                                                                                                                                                                                                                                                                                                                                                 *theString;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         theDialog;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        itemType;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            box;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ControlHandle
                                                                                                                                                                                                                                                                                                                                                                       DialogPtr
INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          DialogPtr
                                                                                                                                                                                                                                                                                                                                                                                                                                   Str255
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Rect
```

PROMODER CONTRACTOR CO

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K-T-C-S-C-S-X

```
return(FALSE);
if ('getETSingle(theDialog,positiveSquelchET,&positiveSquelch,&positiveSquelchString)) if ('getETSingle(theDialog,negativeSquelchET,&negativeSquelch,&negativeSquelchString)) return(FALSE);
                                                                                                                                                                                                                                                                                                                                                                                                                                   GetDItem(theDialog,theEditTextItem,&itemType,&itemHandle,&box);
                                                                                                                          BOOLE.AN getETSingle(theDialog,theEditTextItem,theVariable,theString)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        CtoPstr(&theText);
if ((test >= 0.0) && (test <= 1000.0) && filterDigits(&theText)){
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  /********************************
                                                                                                     /**********************************
                                                                                                                                                                      theDialog;
theEditTextItem;
                                                                                                                                                                                                                'the Variable;
                                                                                                                                                                                                                                                                               itemHandle;
                                                                                                                                                                                                                                                                                                                                                                                                                                                        GetIText(itemHandle,&theText);
                                                                                                                                                                                                                                      *theString;
                                                                                                                                                                                                                                                                                                  itemType;
                                                                                                                                                                                                                                                                                                                            box;
theText;
                                                                                                                                                                                                                                                                                                                                                                     procede;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     itemHit;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         void doModelessClick(itemHit)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      *theString = theText;
return(TRUE);
                                                                                                                                                                                                                                                                                                                                                                                           fest;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              *theVariable = test;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 test = atof(&theText);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      return(FALSE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                             PtoCstr(&theText);
                                                                                                                                                                                                                                                                                ControlHandle
                                                                                                                                                                                                                                                                                                                                                                   BOOLEAN
                                                                                                                                                                      DialogPtr
INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     NTEGER
                                                                                                                                                                                                                                                                                                       NTEGER
                                                                                                                                                                                                                   extended
                                                                                                                                                                                                                                                                                                                                                                                            extended
                                                                                                                                                                                                                                      Str 255
                                                                                                                                                                                                                                                                                                                                               Str 255
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     else
                                                                                                                                                                                                                                                                                                                              Rect
```

```
SetCtlValue(imageRBH,OFF);
GetDItem(controlDialog,micronEye1RB,&itemType,&image, BH, &box);
                                                                                                                                                                                                                                                                                                           * turn on ..nage 1 radio button */
                                                                                                                                                                                                                                                                                                                                        '* record current radio button */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      /* generate an update event */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            GetDItem(controlDialog,micronEye1RB,&itemType,&imageRBH,&box);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         GetDItem(controlDialog,micronEye2RB,&itemType,&imageRBH,&box);
                                                                                                                                                                                                             GetDItem(controlDialog,micronEye2RB,&itemType,&imageRBH,&box)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              currentWindowTitle = **(StringHandle)GetString(micronEye2SRID);
                                                                                                                                                                                                                                                                                                                                                                                                    currentWindowTitle = **(StringHandle)GetString(micronEye1SRID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         / ***********************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              SetWTitle(imageWindow,&currentWindowTitle)
                                                                                                                                                                                                                                                                                                                                                                                                                                  SetWTitle(imageWindow,&currentWindowTitle)
                                                                                                                                                                                                                                                                                                                                        currentRadioButťon = micronEye1RB;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   currentRadioButton = micronEye2RB;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         SetCtlValue(imageRBH,OFF);
                                                                                                                                                                                                                                               SetCtlValue(imageRBH,OFF);
                                                                                                                                                                                                                                                                                                           SetCtlValue(imageRBH,ON);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       SetCtlValue(imageRBH,ON);
                                                                                                                                                                                                                                                                                                                                                                        currentMicron = &micron1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     currentlyficron = &micron2;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    InvalRect(&ImageContentRect);
SetPort(theCurrentPort);
                                                                                            theCurrentPort;
                                                                                                                                                                                    if (itemHit == micronEye1RB)
                                                                                                                                                    if (itemHit != currentRadioButton)
imageRBH;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          GetPort(&theCurrentPort);
                                   itemType;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        SetPort(imageWindow);
                                                              box:
 ControlHandle
                                                                                                                                                                                                                                                                                                                                                                                                                                                                  else {
                                 NTEGER
                                                                                        GrafPtr
                                                                 Rect
```

EventRecord *theEvent;

void doUpdateEvent(theEvent)

```
OpyBits(&theMicron->exposure.smooth,&imageWindow->portBits,&rect4,&rect4,srcCopy,NIL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          CopyBits(&theMicron->exposure.smooth,&imageWindow->portBits,&rect2,&rect2,srcCopy,NIL)
CopyBits(&theMicron->exposure.smooth,&imageWindow->portBits,&rect3,&rect3,srcCopy,NIL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            CopyBits(&theMicron->exposure.smooth,&imageWindow->portBits,&rect1,&rect1,srcCopy,NIL
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               if (!getETSingle(controlDialog,exposure1ET,&micron1.exposure.value,&micron1.exposure.text))
.return(FAI.SE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   if (!getETSingle(controlDialog,exposure2ET,&micron2.exposure.value,&micron2.exposure.text)) return(FALSE);
                                                                                                                                       /* get WindowPtr to be updated */
/* set as current port */
                                                                                                                                                                                                               /* begin update process */
                                                                                                                                                                                                                                                                                                                                                         /* restore current port */
                                                                                                         '* save current port *,
                                                                                                                                                                                                                                              if(updateWindow == messageDialog) DrawDialog(messageDialog);
if(updateWindow == imageWindow) drawImageWindow(currentMicron);
                                                                                                                                                                                                                                                                                                                                                                                                                               ********************************
                                                                                                                                       updateWindow = (WindowPtr)theEvent->message;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              rect1,rect2,rect3,rect4;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                void drawImageWindow(theMicron)
updateWindow;
                                                                                                                                                                                                             BeginUpdate(updateWindow);
                                     theCurrentPort;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        *theMicron;
                                                                                                                                                                                                                                                                                                                        EndUpdate(updateWindow);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            BOOL.EAN getExposureSettings()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    SetRect(&rect4,0,96,512,128),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 SetRect(&rect2,0,32,512,64);
SetRect(&rect3,0,64,512,96);
                                                                                                         GetPort(&theCurrentPort)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  SetRect(&rect1,0,0,512,32)
                                                                                                                                                                                                                                                                                                                                                         SetPort(theCurrentPort);
                                                                                                                                                                            SetPort(updateWindow)
WindowPtr
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        rnicronEye
                                     GrafPtr
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Rect
```

```
/* FAST or SLOW */
/* SINGLE or MULTIFLE */
                                                                                                                                                                                                                                                                 displayMessage(message1SRID,nullSRID,nullSRID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        displayMessage(nullSRID,nullSRID),nullSRID);
                                 / *********************************
                                                                                                                                                                                                                                                                                                                                                                        doAlertDialog1(message6SRID);
                                                                                                                                                                                                                                                                                                                                                                                                                              doAlertDialog1(message7SRID); break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 doAlertDialog1(message8SRID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    doAlertDialog1(message9SRID);
break;
                                                                                                                                                                                                                               theCursor = **GetCursor(watchCursor);
                                                    void doScanNow(theMode,theScanType)
                                                                                                                                         eventMask,theStage;
                                                                                                                                                                                                                                                                                                   if (!getExposureSettings()) {
    theStage = GetAlrtStage();
    switch (theStage) {
                                                                                                                                                                             heCurrentPort;
                                                                                       theMode;
theScanType;
                                                                                                                                                                                              theEvent;
                                                                                                                                                            procede;
                                                                                                                                                                                                                                                SetCursor(&theCursor);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 break;
                                                                                                                                                                                                                                                                                                                                                                                            break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          InitCursor(),
                                                                                                                                                                                                                                                                                                                                                                                                             case 1:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      case 3:
                                                                                                                                                                                                                                                                                                                                                           case 0:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                  case 2:
return(TRUE);
                                                                                                                                                                                              EventRecord
                                                                                     BOOLEAN
BOOLEAN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             return;
                                                                                                                                                         BOOLEAN
                                                                                                                                         INTEGER
```

```
if(procede && !EventAvail(eventMask,&theEvent)) procede = doOneExposure(&micron2,theMode);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               if (micron1.show && micron2.show) {
    if(iEventAvail(eventMask,&theEvent)) doShortDisplay(&micron1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               if(iEventAvail(eventMask,&theEvent)) doShortDisplay(&micron2);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  } while (theScanType && !EventAvail(eventMask,&theEvent) && procede);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               doCameraDataCorrection(&micron1.exposure,theMode);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               doCameraDataCorrection(&micron2.exposure,theMode);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         displayMessage(nullSRID,nullSRID,nullSRID);
                                                                                                                                                                                                                                                                                                    procede = doOneExposure(&micron1,theMode);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              if(!EventAvail(eventMask,&theEvent))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          if(iEventAvail(eventMask,&theEvent))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                } else drawImageWindow(currentMicron);
                                                                 eventMask = mDownMask + keyDownMask;
                                                                                                                                                                                                                                                                 if(iEventAvail(eventMask,&theEvent))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          terminateCamera(&micron1);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           terminateCamera(&micron2);
                                                                                                                                                                    initCamera(&micron1);
                                                                                                                                                                                                                                                                                                                                                                    procede = FALSE;
                                                                                                                                                                                                   initCamera(&micron2)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         ResetAlrtStage();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             if (procede) {
(ResetAlrtStage();
                                                                                                                                                                                                                                                                                                                                           } else_{
```

```
/* 1 stop bit, no parity, 8 data bits, 38400 baud ^{*}/
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           theCamera->portCntrlPrms.csp.asncConfig = configuration;
error = error + PBControl(&theCamera->portCntrlPrms,TRUE); /* send the ctl code & info to the port */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              /* ctl code for configuration information */
                                                                                                                                                                     /* generate an update event for the new image window */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             = theCamera->ir.PortIOParams.ioRefNum;
                                                                                                                                                                                                                                                                                                                                                                        /* initialize one camera and its port */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     /* completion routine */
currentWindowTitle = **(StringHandle)GetString(currentMicron->nameRID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               displayMessage(message2SRID,theCamera->nameRID,nullSRID,nullS^ID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       error = error + PBOpen(&theCamera->outPortIOParams,TRUE);
                                                                                                                                                                                                                                                                                                                                       = NIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            = NIL;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              :
(%
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 configuration = stop10 + noParity + data8 + baud38400;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      the Camera->outPortIOP aranis.ioPermssn=fsCurPerm;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        error = PBOpen(&theCamera->inPortIOParams,TRUE))
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    theCamera->inPortIOParams.ioPermssn=fsCurPerm
                                   SetWTitle(imageWindow,&currentWindowTitle)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     the Camera-Sout Port IOP arams. io Completion
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 the Camera->in PortIOP arams. io Completion
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       the Camera->portCntrlPrms.csp.asncConfig
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       the Camera->portCntrlPrms.ioCompletion
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           theCamera->portCntrlPrms.ioRefNum
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            theCamera->portCntrlPrms.CSCode
                                                                                                                                  SetPort(imageWindow);
InvalRect(&imageContentRect);
SetPort(theCurrentPort);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         configuration;
                                                                                                                                                                                                                                                                                                                                                                                                                                           *theCamera;
                                                                                                   GetPort(&:heCurrentPort);
                                                                                                                                                                                                                                                                                                                                                                          void initCamera(theCamera)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  error;
                                                                                                                                                                                                                                                                       InitCursor();
                                                                                                                                                                                                                                                                                                                                                                                                                                           micronEye
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              OSErr
```

```
if (error!= noErr) OSError("doInitCamera", error, "trouble initializing input and/or output port(s)");
the Camera->port Cntrl Prms. io Ref Num= the Camera->out Port IOP arams. 10 Ref Num;
                                                                                                                                                                                                                                                                                                                                                                                                                      if (error != noErr) OSError("PBClose",error,"closing the input port");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           void displayMessage(message0ID,message1ID,message2ID,message3ID)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  message0ID,message1ID,message2ID,message3ID;
                                  error = error + PBControl(&theCamera->portCntrIPrms,TRUE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ParamText(&message0,&message1,&message2,&message3);
                                                                                                                                                                                                                                                                                                                                                                                    error = PBClose(&theCamera->inPortIOParams,TRUE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       :heMessage = **(StringHandle)GetString(message0ID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                :heMessage = **(StringHandle)GetString(message2ID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                .heMessage = **(StringHandle)GetString(message3ID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           .heMessage = **(StringHandle)GetString(message11D);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                strcpy(&message2,&theMessage);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    strcpy(&message3,&theMessage),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           strcpy(&message1,&theMessage)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         strcpy(&message0,&theMessage)
                                                                                                                                                                             void terminateCamera(theCamera)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             Draw Dialog (message Dialog)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    theMessage;
                                                                                                                                                                                                                                               *theCamera;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                void doAiertDialog1(theSRID)
                                                                                                                                                                                                                                                                                                                      error;
                                                                                                                                                                                                                                               micronEye
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                IN TEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  Str255
                                                                                                                                                                                                                                                                                                                  OSErr
```

でいる。 Note State To Proceed in Editor Control in Contr

```
CopyBits (&theExposure->raw,&theExposure->smooth, &theExposure->raw.bounds,&theExposure->smooth.bounds,srcCopy,NIL);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               /* set all bits to one (black) */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                               displayMessage(message5SRID,theMicron->nameRID,nullSRID,nullSRID);
                                                                                                                               rnessage4 = **(StringHandle)GetString(theSRID);
FaramText(&message4,&nullString,&nullString,&nullString);
Alert(alert1RID,NIL);
                                                                               'aramText(&message0,&message1,&message2,&message3);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      *(bytePtr + i) = reversedByteArray[*(bytePtr + i)];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               eraseImage(&theExposure->smooth);
                                                                                                                                                          void coCameraDataCorrection(theMicron,theMode)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                bytePtr = (Byte *)theExposure->raw.baseAddr;
for (i = 0; i < theExposure->bufferSize; i++) {
                                                                                                                                                                                                                                                                                                                                                                                                                         ii (theMicron->show == FALSE) return;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               the Exposure = & the Micron->exposure;
                                                                                                                                                                                                                                                                                            *theExposure;
                                                                                                                                                                                                                                                                                                                     row,col,x,y,i;
bitNum;
*bytePtr;
                                                                                                                                                                                                            *theMicron;
                                                                                                                                                                                                                                        the Mode;
                                                                                                                                                                                                                                                                                                               register INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    switch(theMode)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             break;
case SLOW:
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              case FAST:
                                                                                                                                                                                                                                                                                            exposureStruct
                                                                                                                                                                                                              micronEye
EOOLEAN
                                                                                                                                                                                                                                                                                                                                                                           Byte
```

theSRID;

INTEGER

```
if ((x > 0) && (x < 513) && (y < 128)) {
bitNum = x - 1 + 512 * y;
BitSet(theExposure->smooth.baseAddr,bitNum);
                                                     if (BitTst(theExposure->raw.baseAddr,bitNum)) {
    if (row % 2!= 0) {
        if (col % 2!= 0) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      if (col \% 2! = 0) {
                                                                                                                                                                                                                                                                    y = row;

x = 2 * col + 3;

} else {
                                                                                                                                                                           y = row;

x = 2 * col + 3;
                                                                                                             y = row + 1;
x = 2 * col;
                                                                                                                                                                                                                                                                                                                              y = row + 1;x = 2 * col;
                for (col = 0; col < 256; col ++) { bitNum = row * 256 + col;
for (row = 0; row < 128; row++)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   flipVertical(&tlieExposure->smooth);
                                                                                                                                                                                                                                 } else {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            void eraseImage(theBitMapPtr)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 )
break;
```

```
currentWindowTitle = **(StringHandle)GetString(theMicron->nameRID);
                                                                                                                                                                                                                                                                                                   !heTempPort = (GrafPtr)NewPtr(sizeof(GrafPort));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        SetWTitle(imageWindow,&currentWindowTitle);
drawImageWindow(theMicron);
                                                                                                                                                                                   FillRect(&theBitMapPtr->bounds,&myWhite);
                                             theCurrentPort,theTempPort;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               *theTimeConstant,*theDelay;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                ii (theMicron->show == FALSE) return;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            c'elayMsec(&theDelay,&timeConstant);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                void celayMsec(theDelay,theTimeConstant)
*theBitMapPtr;
                                                                                                                                                                                                                                                      DisposPtr((Ptr)theTempPort);
                                                                                                                                                                                                                                                                                                                         void doShortDisplay(theMicron)
                                                                                                                                                                                                                                                                                                                                                                       *theMicron;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   doneCount;
                                                                                          GetPort(&theCurrentPort)
                                                                                                                                                              SetPortBits(theBitMapPtr)
                                                                                                                                                                                                                                                                                                                                                                                                                   theDelay;
                                                                                                                                     OpenPort(theTempPort)
                                                                                                                                                                                                                               ClosePort(theTempPort)
                                                                                                                                                                                                           SetPort(theCurrentPort);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      the Delay = 1000;
                                                                                                                                                                                                                                                                                                                                                                       micronEye
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           LONGINT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               extended
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   extended
                                                                                                                                                                                                                                                                                                                                                                                                                     extended.
EitMap
                                             GrafPtr
```

```
^{\prime *} max buffer length ^{*}/
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    /* control code for asynchronous info */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          /* freeze OpticRam without transmit */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      '* initialize OpticRam and read data */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              * initialize OpticRam and read data */
                                                                                                                                                                                                                                                                                                           cameraCommand1[1],cameraCommand2[1],cameraCommand3[1];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       the Micron->portCntrlPrms.csp.asyncInBuff.asncBPtr = the Exposure->raw.base Addr;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     the Micron->portCntrlPrms.ioRefNum=the Micron->inPortIOP arams.ioRefNum;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         displayMessage(message3SRID,theMicron->nameRID,nullSRID);
                                                                                                                        /***********************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    the Micron->portCntrlPrms.csp.asyncInBuff.asncBLen = 4097;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            error = PBControl(&theMicron->portCntrlPrms,TRUE);
                                                                                                                                                                                                                                                                                     error, count, i,maxCount,dataOK;
                                                                                                                                                                                                                                                                                                                                                                                                                                      if (theMicron->show == FALSE) return(TRUE);
dcneCount = *theDelay * *theTimeConstant;
                                                                                                                                                 BOOLEAN doOneExposure(theMicron,theMode)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        0xD8;
0xD9;
0xDB;
                                                                                                                                                                                                                                                                                                                                   commandByteLength;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            the Exposure = & the Micron->exposure;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     theDelay = theExposure->value * 1000;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       the Exposure -> buffer Size =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 :heMicron->portCntrlPrms.CSCode
                                                                                                                                                                                                                                                                                                                                                               *theExposure;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         cameraCommand1[0] =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          cameraCommand3[0] =
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   cameraCommand2[0] =
                                                                                                                                                                                                       *theMicron;
                 for (i = 0; i <= doneCount; i++)
                                                                                                                                                                                                                                                                                                                                                                                       heDelay;
                                                                                                                                                                                                                                  the Mode;
                                               /* do nothing */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   svitch(theMode)
                                                                                                                                                                                                                                                                                                                                                              exposureStruct
                                                                                                                                                                                                                             BOOLEÁN
                                                                                                                                                                                                       mcronEve
                                                                                                                                                                                                                                                                                                                                 CONGINT
                                                                                                                                                                                                                                                                             IN TEGER
                                                                                                                                                                                                                                                                                                                                                                                        extended
                                                                                                                                                                                                                                                                                                         CHAR
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*command for the micron Eye */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 '* write at current position */
                                                                                                                                                                                                        /* freeze OpticRam without transmit */
                                                                                                                                      '* initialize OpticRam and read data */
                                                                                                                                                                      /* initialize OpticRam and read data */
                                                                                                                                                                                                                                      /* 256 × 128 / 8 */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             = commandByteLength;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              = cameraCommand2;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              error = error + PBKillIO(&theMicron->outPortIOParams,TRUE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   error = error + PBWrite(&theMicron->outPortIOParams,TRUE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   if (error != noErr) OSError("doOneExposure",error, "first loop"); while ((!bufferSizeCorrect(theMicron)) && (count < maxCount));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              error = error + PBKillIO(&theMicron->inPortIOParams,TRUE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  error = error + PBKillIO(&theMicron->outPortIOParams,TRUE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            error = error + PBWrite(&theMicron->outPortIOParams,TRUE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                error = error + PBKillIO(&theMicron->inPortIOParams,TRUE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         if (count >= maxCount) return(doAlertDialog2(theMicron));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            :heMicron->outPortIOParams.ioBuffer= cameraCommand1;
                                                                                                                                                                                                                                                                                                               SetRect(&theExposure->raw.bounds,0,0,256,128)
                                  SetRect(&theExposure->raw.bounds,0,0,128,64);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               .heMicron->outPortIOParams.ioPosMode= fsAtMark;
                                                                                                                                                                      OXF9;
OXFB;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            the Micron->outPortIOP arams. io Buffer
heExposure->raw.rowBytes = 16;
                                                                                                                                                                                                                                                                               the Exposure \rightarrow raw.row Bytes = 32
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               :heMicron->outPortIOParams.ioReqCount
                                                                                                                                                                                                                                             heExposure->bufferSize = 4096;
                                                                                                                                                                                                        cameraCommand3[0] =
                                                                                                                                                                        cameraCommand2[0] =
                                                                                                                                      cameraCommand1[0]
                                                                                                                                                                                                                                                                                                                                                                                                                                                      commandByteLength = 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ++count;
                                                                                                      case SLOW:
                                                                      oreak;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        rnaxCount = 3;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          count = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              go {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          i = 0;
```

```
= cameraCommand1;
= cameraCommand3;
                                                                                                                                                                                                          while ((dataOK = !bufferSizeCorrect(theMicron)) && (i < maxCount));
                                                                                                                                                if (error != noErr) OSError("doOneExposure",error,"main loop");
                         error = error + PBWrite(&theMicron->outPortIOParams,TRUE)
                                                                                                                 error = error + PBWrite(\&theMicron->outPortIOParams,TRUE)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             message4 = **(StringHandle)GetString(theMicron->nameRID);
                                                                                                                                                                                                                                                                                                                                                          *************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       message5 = **(StringHandle)GetString(message4SRID);
FaramText(&message4,&message5,&nullString,&nullString);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              FaramText(&message0,&message1,&message2,&message3);
return(itemHit - 1);
                                                                                                                                                                                                                                     if (i >= maxCount) return(doAlertDialog2(theMicron));
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    alertMessage0,alertMessage1;
                                                          delayMsec(&theDelay,&timeConstant);
theMicron->outPortIOParams.ioBuffer
                                                                                     the Micron->cutPortIOP arams.io Buffer
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   BOOL EAN bufferSizeCorrect(theMicron)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      lastBufferSize;
                                                                                                                                                                                                                                                                                                                                                                                     BOOLEAN doAlertDialog2(theMicron)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               *theMicron;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   ilemHit = Alert(alerť2RID,NIL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                  *theMicron;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          error;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       itemHit;
                                                                                                                                                                                                                                                                                                return(TRUE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                  nicronEye
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      LONGINT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               nnicronEye
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Str255
```

```
error = PBStatus(&theMicron->portCntrlPrms,TRUE); if (error != noErr) OSError("bufferSizeCorrect", error, "trouble interrogating # of buffered bytes");
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* determines the number of loops required fr 1 msec */
                                                                                                 !heMicron->portCntrlPrms.ioRefNum = theMicron->inPortIOParams.ioRefNum;
                                                                                                                                                                                                                                                                                                                                                                                                         if (error != noErr) OSError("bufferSizeCorrect",error,"first loop");
) while (lastBufferSize != theMicron->portCntrlPrms.csp.asyncNBytes);
                                                                                                                                                                                                                                                                      lastBufferSize = theMicron->portCntriPrms.csp.asyncNBytes;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        *********************************
                                                                                                                                                                                                                                                                                                                                                                          error = PBStatus(&theMicron->portCntrlPrms,TRUE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               return(lastBufferSize == theMicron->exposure.bufferSize);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              extended the Time Constant, the Delay, target Tick Time;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              argetTickTime = theDelay *60.0 / 1000.0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          startTicks,tickTime; .
                                                              theMicron->portCntrlPrms.CSCode = 2;
*theExposure;
                                                                                                                                                                                                                                                                                                                                          * delay in ticks */
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    finish = TickCount() + ticks;
while (finish > TickCount())
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    finish;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ticks;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   /* do nothing */
                                                                                                                                                                                                                                                                                                     delayTicks(5),
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 lheDelay = 1000.0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 void delayTicks(ticks)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            extended timeCal() {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    LONGINT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 LONGINT
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            LONGINI
```

exposureStruct

```
/* in place reversal of bits in one byte */
/* initial guess */
                                                                                                                                                                                                                                     / ***************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     the Time Constant *= target Tick Time / tick Time;
                                                                            delayMsec(&theDelay,&theTimeConstant);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           býteOrig->theBits.bit2 = !býteCopý.theBits.bit5;
býteOrig->theBits.bit3 = !byteCopy.theBits.bit4;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                byteOrig->theBits.bit1 = !byteCopy.theBits.bit6;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      byteOrig->theBits.bit0 = !byteCopy.theBits.bit7;
                                                                                                                                                        tickTime = TickCount() - startTicks;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        byteCopy, *byteOrig;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                             reverseByteBits(theArray + i);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    byteOríg = (byteBits *)theBytePtr;
                                                                                                                                                                                                                                                                  void fillReversedByteArray(theArray)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             byteCopy.theByte = "theBytePtr;
                                                  startTicks = TickCount()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 void reverseByteBits(theBytePtr)
                                                                                                                                                                                                                                                                                                                      theArray[];
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      theBytePtr;
                                                                                                                                                                                       return(theTimeConstant);
the Time Constant = 1.300;
                                                                                                                                                                                                                                                                                                                                                                                                                             for (i = 0; i < 256; i++) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                        *(theArray + i) = i
                                                                                                                                                                                                                                                                                                                                                                         INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          byteBits
                                                                                                                                                                                                                                                                                                                      Byte
```

```
for (i = 0; i <= strlen(theText); i++) {
    if (((theText[i] < '0') | | (theText[i] > '9')) && (theText[i] != '\0') &&. (theText[i] != '.')) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                。***********************************
                                                                                                                      byteOrig->thebits.bit4 = !byteCopy.theBits.bit3;
byteOrig->theBits.bit5 = !byteCopy.theBits.bit2;
byteOrig->theBits.bit6 = !byteCopy.theBits.bit1;
byteOrig->theBits.bit7 = !byteCopy.theBits.bit1;
                                                                                                                                                                                                                                                                                                                                                                                    return(doFilterDigits(&textCopy));
                                                                                                                                                                                                                                                                                                                                                                                                                                                         BOOLEAN doFilterDigits(theText)
                                                                                                                                                                                                                                                                                                               strcpy(&textCopy,theText);
CtoPstr(theText);
                                                                                                                                            BOOLEAN filterDigits(theText)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               return(FALSE);
                                                                                                                                                                                                                                           textCopy;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      theText[];
                                                                                                                                                                                            *theText;
                                                                                                                                                                                                                                                                                        PtoCstr(theText);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      ∴`
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     return(TRUE);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             void findNodes()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      CHAR
                                                                                                                                                                                            Str255
                                                                                                                                                                                                                                         Str255
```

さいていていることが、これでは、大いないないないからない

doFindNodes(&r:vicron1,1);

```
displayMessage(message14SRID,theMicron->nameRID,nullSRID,nullSRID);
                 clisplayMessage(message15SRID,nullSRID,nullSRID);
                                                                                                                                                                                           / *******************************
                                                                                                                                                                                                                                                                                                                                                                                                  posFlag,negFlag,posLevel,negLevel;
posNode,negNode;
                                                                                                                                                   clisplayMessage(nullSRID,nullSRID,nullSRID);
                                                                                                                                                                                                                                                                                                                                                                           the Max Col, the Max Val, the Min Val;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      theExposure = &theMicron->exposure;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     for(col = 2; col < 512; col ++) {
for(row = 2; row < 129; row ++)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               bitNum = 512 * row + col;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                 *theExposure;
                                                                                                                                                                                                                                                                  *theMicron;
                                                                calcChipDistances(&micron2,2);
                                           calcChipDistances(&micron1,1)
                                                                                                                                                                                                                                                                                                                                                     sum[514];
                                                                                                                                                                                                                                                                                                                                                                                                                                            bitNum;
                                                                                                           clisplayDistances(&micron1);
                                                                                                                                  clisplay Distances (&micron2)
                                                                                                                                                                                                                       void cloFindNodes(theMicron,ID)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               for(col = 0; col < 514; col++) sum[col] = 0;
                                                                                                                                                                                                                                                                                                                                    col,row;
cloFindNodes(&micron2,2);
                                                                                     calcGlobalDistances();
                                                                                                                                                                                                                                                                                                                                 register INTEGER
INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                    exposureStruct
                                                                                                                                                                                                                                                                  rnicronEye
INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                           CONGINT
                                                                                                                                                                                                                                                                                                                                                                           INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                 INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                     NTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           decimal
```

```
negLevel = theMaxVal - (theMaxVal - theMinVal) * negativeSquelch;
while (col < 512) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                        posFlag = OFF;
negFlag = OFF;
posLevel = theMaxVal - (theMaxVal - theMinVal) * positiveSquelch;
if (BitTst(theExposure->smooth.baseAddr,bitNum)) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               if (sum[col] > posLevel)
posNode = col;
posFlag = ON;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              } else if (negFlag == OFF) {
    if (sum[col] < negLevel) |</pre>
                                                                            ‡ ‡
‡ 1;
                       += 1;
+= 1;
                                                          +=1;
                                                                                                                                                                                                                                                                                                                                                          theMaxVal = sum[col];
                                                                                                                                                                                                                                                                                                 theMinVal = sum[col];
                                                                                                                                                                                                                                                                                                                                   ií (suni[col] > theMaxVal)
                                                                                                                                                                                                                                                         for (col = 2; col < 512; col++) {
    if (sum[col] < theMinVal) {
                                                                                                                                                                                                                                                                                                                                                                            the MaxCol = col;
                                                                           sum[col+1]
                                                                                                 sum[col+2]
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             col++;
if (posFlag == OFF) {
                                      sum[col-1]
                   sum[col-2]
                                                         sum[col]
                                                                                                                                                                                                                                       the MinVal = 3000,
                                                                                                                                                                                                 the MaxCol = 0;
                                                                                                                                                                                                                    the MaxVal = 0;
                                                                                                                                                                                                                                                                                                                                                                                                                                        col = 0;
```

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NOTES OFFICE

```
the Micron->outer.edge.value = fabs((edge Reference - the Micron->outer.pixels.value) * per Pixel); the Micron->inner.pixels.value) * per Pixel);
                                                                                                                                                                                                                                                                                                                                                                              ext2Str(&formats.pixels,theMicron->outer.pixels.value,&theMicron->outer.pixels.text);
                                                                                                                                                                                                                                                                                                                                                                                                         ext2Str(&formats.pixels,theMicron->inner.pixels.value,&theMicron->inner.pixels.text);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             /* µm per pixel */
                                                                                                                                                                                                                                                                                                                                                                                                                                                              、**********************************
                                                                                                                                                                                                                                                                      theMicron->outer.pixels.value = negNode;
theMicron->inner.pixels.value = posNode;
                                                                                                                                                                                         the Micron->outer.pixels.value = posNode;
                                                                                                                                                                                                               theMicron->inner.pixels.value = negNode;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            void calcChipDistances(theMicron,ID)
negNode = col;
negFlag = ON;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       edgeReference = 514.0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                *theMicron;
ID;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                edgeReference = 0.0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             extended edgeReference; extended perPixel;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            perPixel = 4420.0 / 514.0;
                                                                              } else break;
                                                                                                                                                         i! (ID == 1) \{
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              nnicron Eye
INTEGER
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   if (ID == 1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          else {
                                                                                                                                                                                                                                               } else {
```

```
micron1.outer.center.value = micron1.inner.center.value + micron1.outer.edge.value
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               micron2.outer.center.value = micron2.inner.center.value + micron2.outer.edge.value
ext2Str(&formats.edge,theMicron->outer.edge.value,&theMicron->outer.edge.text); ext2Str(&formats.edge,theMicron->inner.edge.value,&theMicron->inner.edge.text);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             ext2Str(&formats.center,micron1.inner.center.value,&micron1.inner.center.text);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          ext2Str(&formats.center,micron2.outer.center.value,&micron2.outer.center.text);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ext2Str(&formats.center,micron1.outer.center.value,&micron1.outer.center.text)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             deltaX = (micron1.inner.edge.value + micron2.inner.edge.value) * 0.5;
 X = (distance_X1 * 1000000 + distance_X2 * 1000) * cfx * 0.5;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ***********************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                 num2dec(theDecForm,theExtended,&d);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        micron1.inner.center.value = X + deltaX;
micron2.inner.center.value = X + deltaX;
                                                                                                                                       ext2/Str(theDecForm,theExtended,theString)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              micron1.inner.edge.value;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    micron2.inner.edge.value;
                                                                                                                                                                                                                 *theDecForm;
                                                                                                                                                                                                                                                    theExtended;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      dec2str(theDecForm,&d,&s)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           deltaX,X,S;
                                                                                                                                                                                                                                                                                     *theString;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   void calcGlobalDistances()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   strcpy(theString,&s);
CtoPstr(theString);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                PtoCstr(theString);
                                                                                                                                                                                                                                                                                                                                                               \ddot{\sigma}
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           extended
                                                                                                                                                                                                                                                      extended
                                                                                                                                                                                                                   decform
                                                                                                                                                                                                                                                                                                                                                           decimal
                                                                                                                                                                                                                                                                                     Str255
                                                                                                                                                                                                                                                                                                                                                                                                char
```

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```
ext2Str(&formats.center,micron2.inner.center.value,&micron2.inner.center.text);
```

```
S = (distance_s1 * 1000000 + distance_s2 * 1000) * cfs;
```

```
ext2Str(&formats.angle,micron2.outer.angle.value,&micron2.outer.angle.text);
                                                                                                                                                                                                                                                                                               ext2Str(&formats.angle,micron2.inner.angle.value,&micron2.inner.angle.text);
                                                                                                                                                                        ext2Str(&formats.angle,micron1.outer.angle.value,&micron1.outer.angle.text)
                                                                                                                                                                                                                 ext2Str(&formats.angle,micron1.inner.angle.value,&micron1.inner.angle.text)
ଚିଚିଚିଚିଚି
                                                                                                                                 micron2.inner.angle.value = atan(micron2.inner.center.value /
                                                                                       micron2.outer.angle.value = atan(micron2.outer.center.value
     micron1.outer.angle.value = atan(micron1.outer.center.value
                                              micron1.inner.angle.value = atan(micron1.inner.center.value
```

void displayDistances()

setText(controlDialog,innerNode2PixelsST,µn2.inner.pixels.text); setText(controlDialog,outerNode2PixelsST,µn2.outer.pixels.text); setText(controlDialog,innerNode1PixelsST,µn1.inner.pixels.text); setText(controlDialog,outerNode1PixelsST,µn1.outer.pixels.text)

setText(controlDialog,innerNode1EdgeST,µn1.inner.edge.text); setText(controlDialog,innerNode2EdgeST,µn2.inner.edge.text); setText(controlDialog,outerNode1EdgeST,µn1.outer.edge.text) setText(controlDialog,outerNode2EdgeST,µn2.outer.edge.text)

setText(controlDialog,innerNode2CenterST,µn2.inner.center.text); setText(controlDialog,outerNode2CenterST,µn2.outer.center.text); setText(controlDialog,outerNcde1CenterST,µn1.outer.center.text) setText(controlDialog,innerNode1CenterST,µn1.inner.center.text);

setText(controlDialog,innerNode2ThetaST,µn2.inner.angle.text); setText(controlDialog,outerNode2ThetaST,µn2.outer.angle.text); setText(controlDialog,innerNode1ThetaST,µn1.inner.angle.text); setText(confrolDialog,outerNode1ThetaST,µn1.outer.angle.text)

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```
ext2Str(&formats.diameter,diameterAverage,&diameterAverageString);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 ds1 = nodeNumber * wavelength / sin(theMicron->outer.angle.value);
ds2 = nodeNumber * wavelength / sin(theMicron->inner.angle.value);
                                                               displayMessage(message16SRID,nullSRID,nullSRID);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       \*\*\*\*\*\*\*\*\*\*\*\*
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              displayMessage(nullSRID,nullSRID,nullSRID);
                                                                                                                                                                                                                                                                                          ext2Str(&formats.diameter,diameter1,&diameter1String)
                                                                                                                                                                                                                                                                                                                            ext2Str(&formats.diameter,diameter2,&diameter2String)
                                                                                                                                                                                                                  diameterAverage = (diameter1 + diameter2) * 0.5;
                                                                                                                                         diameter1 = doCalculateDiameter(&micron1)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          df1 = ds1 * (1 k1 * power(ds1 * 0.000001,k2));

df2 = ds2 * (1 - k1 * power(ds2 * 0.000001,k2));
                                                                                                                                                                             diameter2 = doCalculateDiameter(&micron2)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               extended doCalculateDiameter(theMicron)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              ds1,ds2,k1,k2,df1,df2;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                k1 = coefficientK1(nodeNumber);
k2 = coefficientK2(nodeNumber);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        *theMicron;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         return((df1 + df2) * 0.5);
void calculateDiameters()
                                                                                                                                                                                                                                                                                                                                                                                                                                           displayDiameters();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        micronEye
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                extended
```

```
setText(controlDialog,diameter1ST,&diameter1String); setText(controlDialog,diameter2ST,&diameter2String); setText(controlDialog,diameter12ST,&diameterAverageString);
/*******************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        /**********************************
                                                                                                                                                                                                                                                                                                                                                            / *********************************
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 -0.67780 + 0.0277600 * n - 0.00426917 * ipower(n,2);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  result += 0.01130 * ipower(n,3) - 0.00155833 * ipower(n,4);
                                                                                                                                                                                                          result = 17.7800 - 1.01925 * n - 3.56279 * ipower(n,2);
result += 1.31954 * ipower(n,3) - 0.187208 * ipower(n,4);
result += 0.00970833 * ipower(n,5);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           result += 0.000090 *ipower(n,5);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        *theBitMap;
                                                                                                                                                                                                                                                                                                return(result *0.000001)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                void flipVertical(theBitMap)
                                                                                                                                                     result;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     void clisplayDiameters() {
                                extendled coefficientK1(n)
                                                                                                                                                                                                                                                                                                                                                                                             extended coefficientK2(n)
                                                                                                'n,
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                extended result;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              return(result);
                                                                                                                                                                                                                                                                                                                                                                                                                                                       extended n;
                                                                                           extended
                                                                                                                                                     extended
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        result =
```

```
CopyBits(theBitMap,&tempBitMap,&rect1,&rect2,srcCopy,NIL);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             CopyBits(&tempBitMap,theBitMap,&rect4,&rect4,srcCopy,NIL);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 CopyBits(&tempBitMap,theBitMap,&rect3,&rect3,srcCopy,NIL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         CopyBits(&tempBitMap,theBitMap,&rect1,&rect1,srcCopy,NIL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    CopyBits(&tempBitMap,theBitMap,&rect2,&rect2,srcCopy,NIL)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ***********************************
                                                                                                                                                                                                                                                                                  SetRect(&rect2,0,127-row,512,128-row);
                                                                                                                                                                    SetRect(&tempBitMap.bounds,0,0,512,128);
                                                                                                               tempBitMap.baseAddr = NewPtr(8192);
                                                                                                                                                                                                                                                       SetRect(&rect1,0,row,512,row+1);
                         rect1,rect2,rect3,rect4;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                DisposPtr(tempBitMap.baseAddr);
                                                                                                                                                                                                                             for(row = 0; row < 128; row++) {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             show1,show2;
 tempBitMap;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                               SetRect(&rect4,0,96,512,128);
                                                                                                                                           tempBitMap.rowBytes = 64;
                                                                                                                                                                                                                                                                                                                                                                                                                      SetRect(&rect2,0,32,512,64)
                                                                                                                                                                                                                                                                                                                                                                                                                                                    SetRect(&rect3,0,64,512,96)
                                                                                                                                                                                                                                                                                                                                                                                              SetRect(&rect1,0,0,512,32)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              show2 = micron2.show;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  show1 = micron1.show;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     micron1.show = TRUE;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               micron2.show = 1RUE
                                                            row;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           BOOLEAN
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      void digitize() {
                                                        INTEGER
BitMap
                              Rect
```

TOTAL STATE TO A PARTIE TO A P

1818 1818 SELECCE RECESSIONER CONTRACTOR CON

* Resource code for CALIPER @ 1987. Used with RMaker.

THE THE PROPERTY OF THE PROPER

* Written by Lieutenant Jeffrey S. Kunkel

* Naval Postgraduate School, Monterey, California

", no file type or creator bytes ;; title of output file CALIPER.rsrc

;; Alert Template

"; problem with exposure settings ;; resource ID

;; top left bottom right

Type ALRT

"; resource ID of item list

;; stages word in hexadecimal

;; problem with micron eye camera "; resource ID of item list "; top left bottom right "; resource ID

;; stages word in hexadecimal

;; Dialog Item List

;; control dialog; ;; controlDRID (preload)

", number of items in the list

"; radio buíton dialog item, enabled ;; top left bottom right ;; MicronEye™ #1 button

radioButton enabled

MicronEyeTM #1

4620129

radioButton enabled

"; radio buíton dialog item, enabled ;; top left bottom right ;; MicronEyeTM #2 button

EXECUTABLE SECTION OF THE PROPERTY OF THE PROP

92

Type DITL

,128 (4) 41

MicronEye ^{rm} #2	;; text
* 3 editText disabled 4 139 20 187 3.00	" exposure setting for MicronEye™ #1 " editable text dialog item, disabled "; top left bottom right "; initial setting
* 4 editText disabled 28 139 44 187 4.00	", exposure setting for MicronEye TM #2 ", editable text dialog item, disabled "; top left bottom right "; initial setting
* 5 staticText disabled 4 193 20 253 seconds	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>
* 6 staticText disabled 28 193 44 253 seconds	<pre>" label " static text dialog item, disabled "; top left bottom right "; text</pre>
* 7 staticText disabled 86 2 102 91 Outer node 1	<pre>" label " static text dialog item, disabled "; top left bottom right "; text</pre>
* 8 staticText disabled 103 2 119 91 Inner node 1	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>
* 9 staticText disabled 122 2 138 91 Inner node 2	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>

", label "; static text dialog item, disabled "; top left bottom right ;; text	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	"Outer node 1 value "static text dialog item, disabled "top left bottom right "initial value	" Inner node 1 value " static text dialog item, disabled " top left bottom right " initial value	" Inner node 2 value " static text diaiog item, disabled " top left bottom right " initial value	" Outer node 2 value" static text dialog ite. 1, disabled" top left bottom right" initial value	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>
* 10	* 11	* 12	* 13	* 14	* 15	* 16
staticText disabled	staticText disabled	staticText disabled	staticText disabled	staticText disabled	staticText disabled	staticText disabled
139 2.155 91	70 91 86 136	86 97 102 125	103 97 119 125	122 97 138 125	139 97 155 125	52 141 86 185
Outer node 2	pixels	888	888	888	888	µm to edge

en and and and and entered
"Outer node 1 distance to chip edge static text dialog item, disabled top left bottom right initial value	"Inner node 1 distance to chip edge "static text dialog item, disabled "top left bottom right "initial value	"Inner node 2 distance to chip edge static text dialog item, disabled top left bottom right initial value	" Outer node 2 distance to chip edge " static text dialog item, disabled " top left bottom right " initial value	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	" Outer node 1 distance to pattern center " static text dialog item, disabled " top left bottom right " initial value	" Inner node 1 distance to pattern center " static text dialog item, disabled "; top left bottom right " initial value	", Inner node 2 distance to pattern center
* 17	* 18	* 19	* 20	* 21	* 22	* 23	* 24
staticText disabled	staticText disabled	staticText disabled	staticText disabled	staticText disabled	static.Text disabled	static Fext disabled	
86 136 102 190	103 136 119 190	122 136 138 190	139 136 155 190	52 199 86 247	86 196 102 250	103 196 119 250	
88888.8	88888.8	88888.8	88888.8	µm to center	88888.8	88888.8	

;; static text dialog item, disabled ;; top left bottom right ;; initial value	"Outer node 2 distance to pattern center"static text dialog item, disabled"top left bottom right"initial value	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>	" Outer node 1 angle" static text dialog item, disabled" top left bottom right" initial value	"Inner node 1 angle " static text dialog item, disabled " top left bottom right " initial value	"Inner node 2 angle " static text dialog item, disabled " top left bottom right " initial value	" Outer node 2 angle " static text dialog item, disabled " top left bottom right " initial value	;; CALIPER icon ;; icon item, disabled
staticText disabled 122 196 138 250 88888.8	* 25 staticText disabled 139 196 155 250 88888.8	* 26 staticText disabled 52 256 86 320 angle (radians)	* 27 staticText disabled 86 256 102 320 88888.3	* 28 staticText disabled 103 256 119 320 88888.3	* 29 staticText disabled 122 255 138 320 88888.3	* 30 staticText disabled 139 255 155 320 88888.3	* 31 iconItem disabled

;; top left bottom right ;; CALIPER icon resource ID number	<pre>" label " static text dialog item, disabled "; top left bottom right "; text</pre>	<pre>" label " static text dialog item, disabled "; top left bottom right "; text</pre>	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>	"MicronEye TM #1 diameter value "static text dialog item, disabled "top left bottom right "initial value	" MicronEye™ #2 diameter value " static text dialog item, disabled " top left bottom right " initial value	" MicronEye TM #1 & #2 diameter value " static text dialog item, disabled ;; top left bottom right
18 401 50 433 128	* 32 staticText disabled 68 348 86 487 Calculated Diameter	* 33 staticText disabled 93 325 109 429 MicronEye [™] #1	* 34 staticText disabled 113 325 129 429 MicronEye TM #2	* 35 staticText disabled 133 325 149 429 average	* 36 staticText disabled 93 435 109 482 88.888	* 37 staticText disabled 113 435 129 482 88.888	* 38 staticText disabled 133 435 149 482

;; initial value	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	", label "; static text dialog item, disabied "; top left bottom right "; text	<pre>;; settings modal dialog ;; setUpDialogRID ;; number of items in the list</pre>	", ok button "; button dialog item, enabled "; top left bottom right "; message (inside the button)	;; cancel button;; button dialog item, enabled;; top left bottom right;; message (inside the button)	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>
88.888	* 39 staticText disabled 93 484 109 510 µm	* 40 staticText disabled 113 484 129 510 µm	* 41 staticT'ext disabled 133 484 149 510 µm	,129 (4) 29	* 1 button enabled 218 280 238 336 OK	* 2 button enabled 218 353 238 409 Cancei	* 3 staticText disabled 24 2 40 224 Fiber to MicronEyes TM S (coarse)

<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>	;; S value ;; editable text dialog item, disabled ;; top left bottom right ;; initial value	"s value "editable text dialog item, disabled "; top left bottom right "; initial value	"X value "editable text dialog item, disabled "top ler't bottom right "initial value
* 4	* 5	* 6	* 7	* 8	* 9	* 10
staticText disabled	staticTex:t disabled	staticText disabled	staticText disabled	editText disabled	editText disabled	editText disabled
48 2 64 224	72 2 88 224	96 2 112 224	2 228 18 296	24 232 41) 292	48 232 64 292	72 232 83 292
Fiber to MicronEyes TM s (fine)	Between MicronEyes TM X (coarse)	Between MicronEyes TM x (fine)	Distances	0.28	0.0	0.0

<pre>" x value "; editable text dialog item, disabled "; top left bottom right "; initial value</pre>	<pre>;; label ;; static text dialog item, disabled ;; top left bottom righ ;; text</pre>	<pre>;; label ;; static text dialog item, disabled ;; top left bottc.m right ;; text</pre>	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	<pre>"CALIPER icon "icon item, disabled "itop left bottom right "CALIPER icon resource ID number</pre>	<pre>". label ": static text dialog item, disabled ": top left bottom right "; text</pre>
* 11	* 12	* 13	* 14	* 15	* 16	* 17
editText disabled	staticText disabled	staticText disabled	staticText disabled	staticText disabled	iconItem disabled	staticText disabled
96 232 112 292	24 298 40 358	48 298 64 382	72 298 88 358	96 298 112 382	26 399 90 463	120 2 136 158
82.5	meters	millimeters	meters	millimeters	128	Correction factor CFs

staticText disabled 144 2 160 158 Correction factor CFx	<pre>;; static text dialog item, disabled ;; top left bottom right ;; text</pre>
* 19 staticText disabled 168 2 184 158 Node number	<pre>;; label ;; static text dialog item, disabled ;; top left bottom right ;; text</pre>
* 20	"; label
staticText disabled	"; static text dialog item, disabled
192 2 208 158	"; top left bottom right
Laser wavelength	"; text
* 21	", CFs value
editText disabled	"; editable text dialog item, disabled
120 166 136 234	"; top left bottom right
1.0	"; initial value
* 22	", CFx value
editText disabled	"; editable text dialog item, disabled
144 166 160 234	"; top left bottom right
1.0	"; initial value
* 23	" Node number value
editText disabled	;; editable text dialog item, disabled
168 166 184 186	;; top left bottom right
2	;; initial value
* 24	". Laser wavelength value
editText disabled	": editable text dialog item, disabled
192 166 203 234	": top left bottom right
0.6328	": initial value
* 25	;; label
staticText disabled	;; static text dialog item, disabled

;; top left bottom right ;; text	<pre>" label " static text dialog item, disabled " tcp left bottom right " text</pre>	<pre>" label " static text dialog item, disabled " top left bottom right " text</pre>	<pre>" label " edit text dialog item, disabled " top left bottom right " initial value</pre>	<pre>" label " edit text dialog item, disabled " top left bottom right " initial value</pre>	;; message modeless dialog;; messageDialogRID;; number of items in the list	;; message static text item ;; static text dialog item, disabled ;; top left bottom right ;; message text	"; alert box, one button "; messageDialogRID "; messageDialogRID
192 243 208 272 µm	* 26staticText disabled216 2 2:32 158Positive squelch level	27staticText disabled240 2 256 158Negative squelch ievel	* 28 editText disabled 216 165 232 234 0.08	* 29 editText disabled 240 166 256 234 0.15	1,131	* 1 staticText disabled 0 0 16 510 ^0 ^1 ^2 ^3	,132 (4)

<pre>;; message static text item ;; static text dialog item, disabled ;; top left bottom right ;; message text</pre>	;; message static text item ;; static text dialog item, disabled ;; top left bottom right ;; message text	;; icon item, disabled ;;; top left bottom right ;; stop icon	"; alert box, two buttons "; messageDialogRID "; number of items in the list	<pre>;; message static text item ;; static text dialog item, disabled ;; top left bottom right ;; message text</pre>	<pre>;; message static text item ;; static text dialog item, disabled ;; top left bottom right ;; message text</pre>	<pre>;; message static text item ;; static text dialog item, disabled ;; top left bottom right ;; message text</pre>
* 1 button enabled 6 320 26 390 Abort	* 2 staticText disabled 3 50 96 307 ^0	* 3 iconItern disabled 3 9 35 41 0	,133 (4) 4	* 1 button enabled 6 320 26 390 Abort	* 2 button enabled 35 320 55 390 Continue	* 3 staticText disabled 3 50 96 307 ^0^1

"; icon item, disabled ;;; top left bottom right ;; stop icon "; icon item, disabled "; top left bottom right ;; stop icon ;; error dialog ;; errDialogRID staticText disabled 64 8 80 388 ^2 staticText disabled 88 8 154 388 ^3 staticText disabled 11 47 27 388 ^0 staticText disabled 40 8 56 388 iconItem disabled 3 9 35 41 0 iconItem disabled 3 9 35 41 0 button enabled 166 171 186 227 OK (4) 6666

```
"; resource ID for CALIPER icon
                                                                                                                                                                                                                                                                                                                                                                                                                                        "; resource ID for CALIPER icon
                               ", ID of item list ('DIT',', above)
                                                                                                            ", hexadecimal data to follow
                                                                                                                                                                                                                                                                                                                                                                                                                                                          "; hexadecimal data to follow ;; icon data
             ;; reference value (not used)
                                                                                                                               ;; icon and icon mask data
                                                               ;; Icon Lists (icon and its mask)
"; dialog definition ID
                                                                                                                                                                                                                                                                                                                                                                                                          "Icons
                                                                                                                                                             0020 C902
                                                                                                                                                                             0008 3008 0004 4810 0002 A420
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                                                                                                                                              00A3 C820 0091 C450
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                                                                                                                                                                                                                                                           001F C000
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                                                            Type ICN# = GNRL
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                                                                                                                                                                              00105484
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         0148
                              6666
```

;; Menu Resource	;; appleMRID ;; menu title (apple icon) ;; Must be followed by a blank line	# fileMRID# menu title# item 1 command key equivalent Q# Must be followed by a blank line	<pre>" commandsMRID " menu title "; setupMI "; item 2 (draw a line) "; digitizeMI "; findNodesMI "; calculateDiametersi.I "; item 6 (draw a line) "; automaticMI "; Must be followed by a blank line</pre>	<pre>" scanMRID " menu title " singleSlowScanMI " singleFastScanMI " item 3 (draw a line) " multipleSlowScansMI " multipleFastScansMI " item 6 (draw a line) " showMicron1MI " showMicron2MI " Must be followed by a blank line</pre>
Type MENU	\.,\.\\\\	File Quit/Q	commands Equipment Setup (- Digitize/D Find Nodes/F Calculate Diameters/= (- Autopilot/A	Scan Single Slow Scan Single Fast Scan (- Multiple Fast Scans (- Show MicronEye TM #1 Show MicronEye TM #2

	TR	;; String Resources
	,128 \20	;; nullSRID ;; ASCII code for blank space
	,129 Micror. Eye #1	;; micronEye1SRID ;; title of micron eye #1
	,130 Micron Eye #2	;; micronEye2SRID ;; title of micron eye #2
	,131 getting exposure settings	;; message1SRID ;; message #1 text
	,132 initializing	;; mcssage2SRID ;; message #2 text
108	,133 scanning	;; message3SRID ;; message #3 text
	is not responding ++ correctly. Ensure that ++ the camera is connected ++ to the correct port (printer ++ or modem).	;; message4SRID
	,135 correcting	;; message5RID ;; message #5 text
	,136 One of the exposure settings contains an ++ illegal character. The exposure settings must ++ all be between zero and 1000.	;; message6SRID

;; message115RID ;; message125RID ;; message10SRID ;; message8SRID ;; message9SRID ;; message7SRID One of the geometry inputs is ++ either out of limits or ++ contains an invalid character.++ more of the geometry inputs.++ Try entering all of the ++ inputs again. of the exposure settings ++ again. \0D++ 0 <= exposure setting <= 1000 is still either negative or ++ too large, or it contains an ++ illegal character. exposure settings. Try ++ entering all of the settings ++ The e.:posure settings are ++ still invalid. Enter all ++ The exposure settings are ++ At least one of the inputs ++ There is still a problem ++ with at least one of the ++ difficulty with one or ++ There is still some ++ still invalid. again. ,138 ,141

;; message135RID	;; message145RID	;; message155RID	;; message165RID	;; Window Template	<pre>;; imageWRID ;; title (not used) ;; top left bottom right ;; window status ;; window definition ID (doc ;; reference value (not used)</pre>
,143 At least one of the inputs ++ is still wrong.	,144 finding nodes for	,145 calculating distances	,146 calculating diameters	Type WIND	,128 Micron Eye Scan Output 38 0 156 512 Invisible NoGoAway 4

". window status
". window definition ID (document window w/o size box)
". reference value (not used)

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